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# Date: 03 FEB 2019

# Project: Pygame Text / Using a Function

import pygame

import sys

import time

import random

from pygame.locals import \*

pygame.init()

WHITE = (255, 255, 255)

BLACK = (0, 0, 0)

RED = (255, 0, 0)

GREEN = (0, 255, 0)

BLUE = (0, 0, 255)

PURPLE = (127, 34, 216)

SCREEN\_WIDTH = 750

SCREEN\_HEIGHT = 600

text\_colors = [RED, BLUE, PURPLE]

rand\_text\_color = random.choice(text\_colors)

FPS = 60

# Manage how quickly the screen is updated

clock = pygame.time.Clock()

# Set screen dimensions

size = [SCREEN\_WIDTH, SCREEN\_HEIGHT]

screen = pygame.display.set\_mode(size)

pygame.display.set\_caption("Adding Text to Screen 1.0")

#font\_name = pygame.font.match\_font('Arial')

def draw\_text(surf, text, size, x, y):

font\_name = pygame.font.match\_font('Arial')

font = pygame.font.Font(font\_name, size)

# Make text look less jagged on screen by setting

# anti-aliasing to True

text\_surface = font.render(text, True, rand\_text\_color)

text\_rect = text\_surface.get\_rect()

text\_rect.midtop = (x, y)

surf.blit(text\_surface, text\_rect)

keep\_looping = True

while keep\_looping:

# Main program loop (AKA game loop)

# Handle the user events

for event in pygame.event.get():

if event.type == pygame.QUIT:

keep\_looping = False

elif event.type == pygame.KEYDOWN:

# Use SPACEBAR to tell Python what to do next...

if event.key == pygame.K\_SPACE:

pass

# Set background color for screen

screen.fill(GREEN)

# Call the draw\_text ( ) function

draw\_text(screen, "Hello, world!", 25, SCREEN\_WIDTH / 2, 50)

draw\_text(screen, "TBAISD Career-Tech Center", 30, 200, 150)

draw\_text(screen, "Text in Pygame!", 35, 525, 500)

# Set frame speed for game

clock.tick(FPS)

# Update screen with what we've drawn

pygame.display.flip()

pygame.quit()