Christine Miller

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Write-up for Pygame

Pygame is an open source library that is meant to help in the creation of games and multimedia applications. In this library you can control the logic and graphics of your games without worry about the backend complexity of working with video and audio.

A few useful ways pygame can be for creating games for entertainment and time consumption would be the most ideal use for this library. But also basic learning games can be implemented by using classic games such as snake instead of eating a dot and becoming longer there would be letters placed all around the display and the player would have to correctly spell a words if not they lose. Another could more basic strategy learning game could be made like chess.

Some functions of pygame are related to audio or visual aspects of the game. For example in display is mainly setting up a display mode and updating the display surface while the game occurs. Another example is draw in this function will only work is the surface is locked allowing the creation of lines or shapes like rectangle, circle, or polygon. As for sounds pygame has a function named sound that allows you to input a WAVfile to be used as part of the game. You can also create your own sound using the make\_sound function which uses array data to make sound 1-dimensional is mono sound and 2-dimensional for stereo. These are only a few of the many functions in the pygame library, this is the link for all the functions in the library <https://www.pygame.org/ftp/contrib/pygame_docs.pdf> .