[Video Playlist to Learn the Module](#)
[Website with the API](#)
[Where I found ctypes](#)

I made a level of the World's Hardest Game for my project. I started off by watching tutorials on how to use the Python Arcade Module. Once I had a basic understanding I started to create the game World's Hardest Game. I did not follow a tutorial, but the tutorial I learned the module from taught me how to move objects and make them bounce off the wall. I found on stack overflow the ctype statements and used the basic form. All in all, the design and usage of principles was entirely done by me and I used the Pycharm IDE to use the program