

Python for videogames

Videogames Technology
Asignatura transversal

Departamento de Automática

Objectives

1. First contact with Arcade.
2. Understand modules and packages.
3. Basic package management.
4. Introduce virtual environments.

Bibliography

- The Python Tutorial. Chapter 6: Modules. ([Link](#))
- Paul Vincent Craven. Easy 2D game creation with Arcade. ([Link](#))
- Paul Vincent Craven. Learn to Program with Arcade. ([Link](#))

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How to do THING
in PYTHON!!!

```
import thingDoerLibrary  
thingDoerLibrary.DoThing()
```

1m+ likes

PYTHON**JAVA****C++****UNIX SHELL**

THIS IS PLAGIARISM.
YOU CAN'T JUST "IMPORT ESSAY."

I'M TWO PAGES IN AND I STILL
HAVE NO IDEA WHAT YOU'RE SAYING.

I ASKED FOR ONE COPY,
NOT FOUR HUNDRED.

I DON'T HAVE PERMISSION TO
READ THIS.

ASSEMBLY**C****LATEX****HTML**

DID YOU REALLY HAVE TO REDEFINE EVERY
WORD IN THE ENGLISH LANGUAGE?

THIS IS GREAT, BUT YOU FORGOT TO ADD
A NULL TERMINATOR. NOW I'M JUST READING
GARBAGE.

YOUR PAPER MAKES NO GODDAMN SENSE,
BUT IT'S THE MOST BEAUTIFUL THING
I HAVE EVER Laid EYES ON.

THIS IS A FLOWER POT.

Introduction

Why modules?

- **Main function:** Organization.
- **Reuse:** To provide software solutions, that have been proven to work, to solve similar problems.

Modules

Creation

A module is just a Python script with .py extension

fibo.py

```
1 def fib(n):
2     """ Print a Fibonacci series up to n """
3     a, b = 0, 1
4     while a < n:
5         print(a, end=' ')
6         a, b = b, a+b
7     print()
8
9 def fib2(n):
10    """ Print a Fibonacci series up to n """
11    result = [] # Declare a new list
12    a, b = 0, 1
13    while a < n:
14        result.append(a) # Add to the list
15        a, b = b, a+b
16    return result
```

Modules

Using modules (I)

```
>>> import fibo
>>> fibo.fib(1000)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
>>> fibo.fib2(100)
[1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89]
>>> fibo.__name__
'fibo'
>>> fib = fibo.fib
>>> fib(100)
1 1 2 3 5 13 21 34 55 89
```

Modules

Using modules (II)

A module can import other modules

- Name conflicts may arise: Each module has a symbol table
- It means you should invoke it as `modname.itemname`

It is possible to import items directly

- `from module import name1, name2`
- `from module import *`
- It uses the global symbol table (no need to use the modname)

```
>>> from fibo import fib, fib2
>>> fib(100)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
```

Modules

Using modules: Example

Modules usually are used as libraries

List zip file contents (file.zip must exist. Open in read mode)

```
1 import zipfile
2
3 file = zipfile.ZipFile("file.zip", "r")
4
5 # list filenames
6 for name in file.namelist():
7     print(name)
8
9 # list file information
10 for info in file.infolist():
11     print(info.filename, info.date_time, info.file_size)
```

Several examples here: <http://pymotw.com/2/PyMOTW-1.132.pdf>

Modules

Modules as scripts (I)

When a module is imported, its statements are executed

- It declares functions, classes, variables ...
- ... and also executes code
- It serves to initialize the module

Very useful to use modules as programs and libraries

- Good to reuse code

Modules

Modules as scripts (II)

fibo2.py

```
1 def fib(n):
2     """ Print a Fibonacci series up to n """
3     a, b = 0, 1
4     while a < n:
5         print(a, end=' ')
6         a, b = b, a+b
7     print()
8
9 if __name__ == "__main__":
10    fib(100)
```

`__name__` is a special variable set to the module's name

Linux/PowerShell console

```
$ python3 fibo2.py 50
1 1 2 3 5 8 13 21 34
```

Python interpreter

```
>>> import fibo2
>>> fibo2.fib(100)
1 1 2 3 5 8 13 21 34
```

Modules

The dir() function

`dir()`: Built-in function that returns the names defined in a module

- Without arguments, it returns your names

```
>>> import fibo, sys
>>> dir(fibo)
['__name__', 'fib', 'fib2']
>>> dir()
['__builtins__', ..., '__spec__']
>>> variable = 'Hello'
>>> dir()
['__builtins__', ..., '__spec__', 'variable']
```

Packages

Package concept (I)

If a module gets too big, many problems arise

- Name collisions
- It is good to organize modules in a bigger structure: Packages

Packages can be seen as “dotted module names”

- It is just a module that contains more modules
- Make life easier in big projects
- The name A . B designates a submodule B in a package named A

Must contain an `__init__.py` file in the root directory

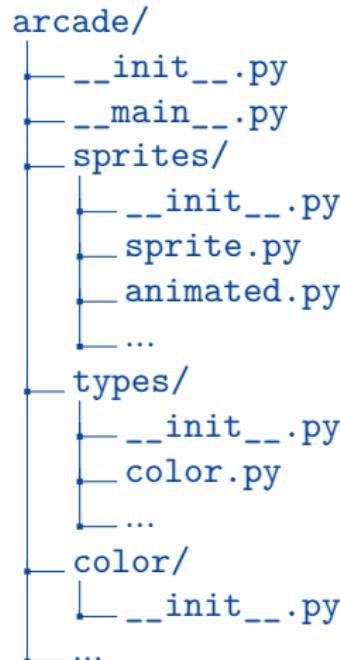
- Executed when the package is imported for the first time

A package may be distributed with pip

- Arcade is an example of package

Packages

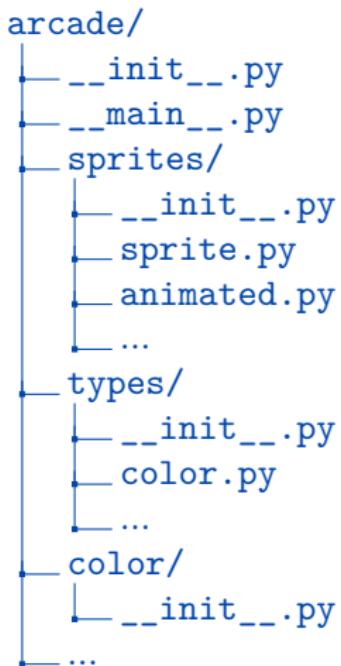
Package concept (II)



(Arcade 3.3.3 source code)

Packages

Importing a package (I)



Importing the whole package

```
import arcade
red = arcade.types.Color(255, 0, 0, 255)
```

Alternative way to import an individual module

```
from arcade.types import Color
red = Color(255, 0, 0, 255)
```

Give an alias to a namespace

```
import arcade.types as foo
red = foo.Color(255, 0, 0, 255)
```

Packages

Importing a package (II)

Imagine we run `from arcade.tilemap import *`

- In theory, it would import the whole package
- In practice, it would take too much time
- ... and mess the namespace

`__init__.py` may define a list named `__all__`

- It contains the names that will be exposed by that package
 - Functions, variables, modules and classes

arcade/tilemap/__init__.py

```
...
__all__ = ["TileMap", "load_tilemap"]
...
```

Modules

The `__main__.py` file

The file `__main__.py` is an alternative entry point in a package

- Useful in command line mode and IDEs

Linux/PowerShell console

```
$ python3 -m mymodule
```

Try to run `python -m arcade!`

- (`arcade/__main__.py` source code)

Modules

Imports good practices

Imports style convention

1. Standard library
Build-in Python modules
2. Third-party libraries
Installed with pip
3. Local modules
Modules you created

Good practices

- Avoid wildcards
`from module import *`
- Alphabetic order within each subgroup

```
"""
Example module with well-
organized imports
"""
```

```
# Standard library
import json
import os

# Third-party libraries
import arcade
import numpy as np

# Local modules
from config import SETTINGS
from utils.helpers import
    process_data

# Rest of the code
def main():
    pass
```

Packages

Installing packages

Command-line automatic tool: pip (sometimes pip3)

- Very similar to apt-get in Linux or brew in MacOS
- Automatic dependencies management

pip usage (from OS terminal)

```
$ pip install SomePackage
```

```
$ pip install Pillow
```

In VS Code, you should use pip in the terminal

Packages

requirements.txt

A project may contain a **requirements.txt** file

- It recreates an environment
- Plain text file with dependences
- Can define fixed or minimum version

Supported by different tools

- ... including VS Code

requirements.txt

```
arcade == 2.6.17
seaborn >= 0.12
numpy
pandas
```

pip usage (from OS terminal)

```
$ pip install -r requirements.txt
```

Virtual environments

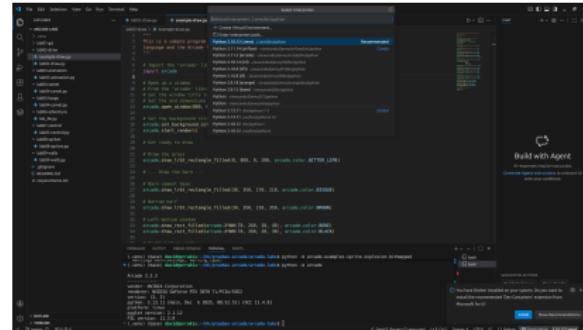
Versioning is problematic

- Python version (2.x, 3.x)
 - Packages version

Solution: virtual environment

- Self-contained directory with a Python installation
 - Particular version of Python and packages

Different solutions: venv and conda



Great with requirements.txt!!!

Cool code examples

Example 1: Open a web browser

browser.py

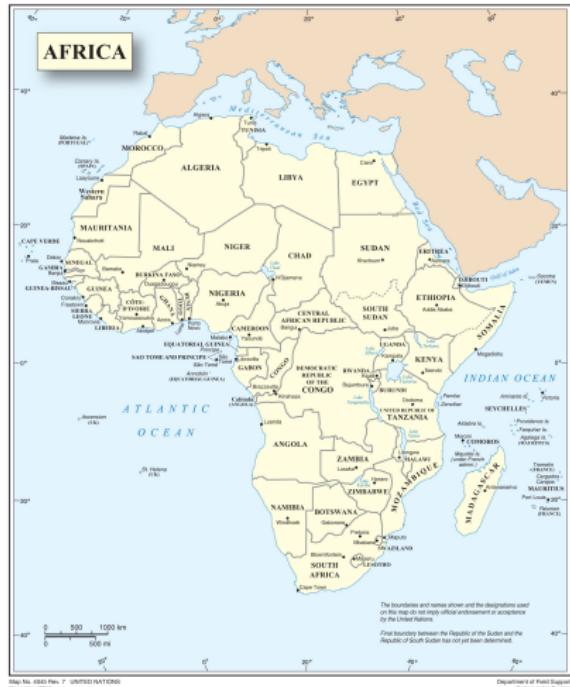
```
1 import webbrowser
2
3 url = input('Give me an URL: ')
4
5 webbrowser.open(url)
```

Cool code examples

Example 2: Create a thumbnail

thumbnail.py

```
1 from PIL import Image  
2  
3 size = (128, 128)  
4 saved = "africa.jpg"  
5  
6 im = Image.open("africa.tif")  
7 im.thumbnail(size)  
8 im.save(saved)  
9 im.show()
```



(Source)

africa.jpg

Cool code examples

Example 3: List the contents of a directory

```
1 import os
2
3 for i in os.listdir("/home/david/"):
4     print(i)
```

```
1 from pathlib import Path
2
3 for i in Path("/home/david").iterdir():
4     print(i)
```

Cool code examples

Example 4: Send an email with Gmail

gmail.py

```
1 """The first step is to create an SMTP object,
2 each object is used for connection
3 with one server."""
4
5 import smtplib
6
7 server = smtplib.SMTP('smtp.gmail.com', 587)
8
9 # Next, log in to the server
10 server.login("youremailusername", "password")
11
12 # Send the mail
13 msg = "\nHello!" # /n separates the message from the headers
14 server.sendmail("you@gmail.com", "target@example.com", msg)
```

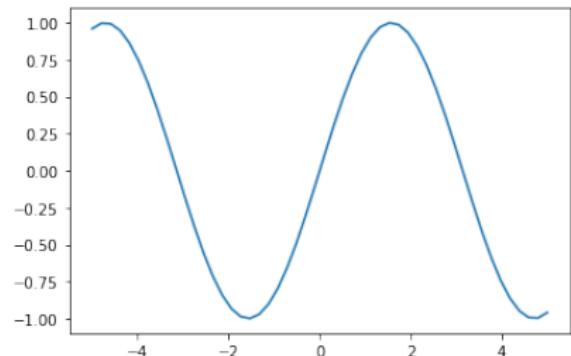
(Source)

Modules

Example 5: Plot

plot.py

```
1 import numpy as np
2 import matplotlib.pyplot as plt
3
4 x = np.linspace(-5, 5)
5 plt.plot(x, np.sin(x))
```

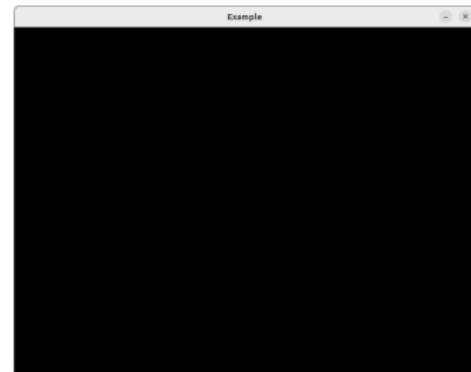


Modules

Example 6: Arcade

arcade.py

```
1 import arcade
2
3 WIDTH = 600
4 HEIGHT = 800
5
6 arcade.open_window(WIDTH, HEIGHT, "
7     Example")
8
9 arcade.run()
```



- (API documentation)
- (Arcade source code)

Arcade

Introduction

Arcade is an easy-to-use 2D motor engine (i.e. a Python package)

- Created by Paul Vincent Craven
- Based on Python
- More or less painless game development
- Didactic
- Free software

Requires

- Python 3.9+
- OpenGL capable hardware

Dependences

- Pyglet - Multimedia library for Python



(Arcade web site)

Arcade

Open a Window (I)

arcade.py

```
1 import arcade
2
3 WIDTH = 600
4 HEIGHT = 800
5
6 arcade.open_window(WIDTH, HEIGHT, "Example")
7
8 arcade.run()
```

Arcade

Drawing setup

drawing.py

```
 1 import arcade
 2
 3 WIDTH = 600
 4 HEIGHT = 800
 5
 6 arcade.open_window(WIDTH, HEIGHT, "Example")
 7
 8 arcade.set_background_color(arcade.color.WHITE)
 9
10 arcade.start_render()
11
12 # Drawing here
13
14 arcade.finish_render()
15
16 arcade.run()
```

Arcade

Drawing (I)



(Source code)

Arcade

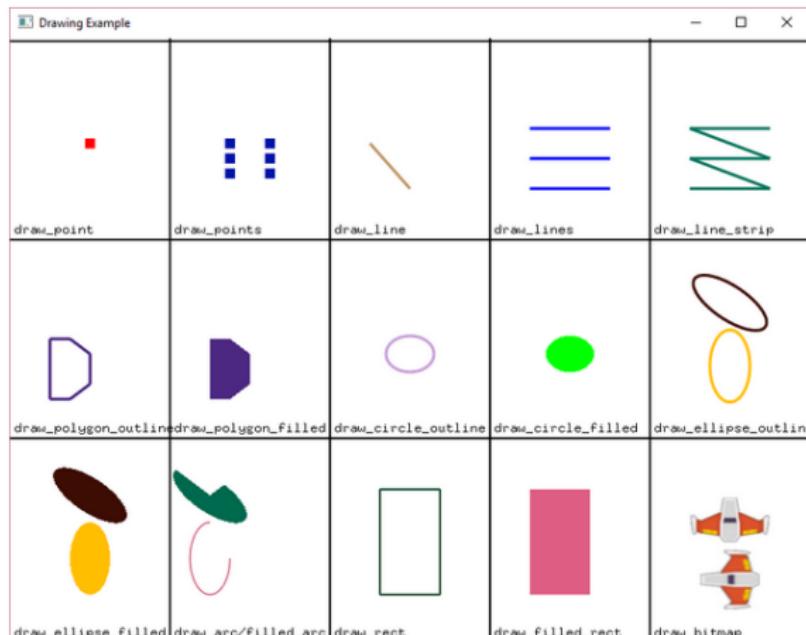
Drawing (II)

smile.py

```
1 # Draw the face
2 x = 300; y = 300; radius = 200
3 arcade.draw_circle_filled(x, y, radius, arcade.color.YELLOW)
4
5 # Draw the right eye
6 x = 370; y = 350; radius = 20
7 arcade.draw_circle_filled(x, y, radius, arcade.color.BLACK)
8
9 # Draw the left eye
10 x = 230; y = 350; radius = 20
11 arcade.draw_circle_filled(x, y, radius, arcade.color.BLACK)
12
13 # Draw the smile
14 x = 300; y = 280; width = 120; height = 100
15 start_angle = 190; end_angle = 350; line_width = 10
16 arcade.draw_arc_outline(x, y, width, height, arcade.color.BLACK,
17                         start_angle, end_angle, line_width)
```

Arcade

Drawing primitives (I)



(Source code)

Arcade

Drawing primitives (II)

`draw_text()``draw_rect_filled()``draw_rect_outline()``draw_lrbt_rectangle_filled()``draw_lrbt_rectangle_outline()``draw_polygon_filled()``draw_polygon_outline()``load_texture()``draw_texture_rect()``draw_triangle_filled()``draw_triangle_outline()``draw_arc_filled()``draw_arc_outline()``draw_circle_filled()``draw_circle_outline()``draw_ellipse_filled()``draw_ellipse_outline()``draw_line()``draw_line_strip()``draw_lines()``draw_point()``draw_points()`

(Arcade API)

Arcade

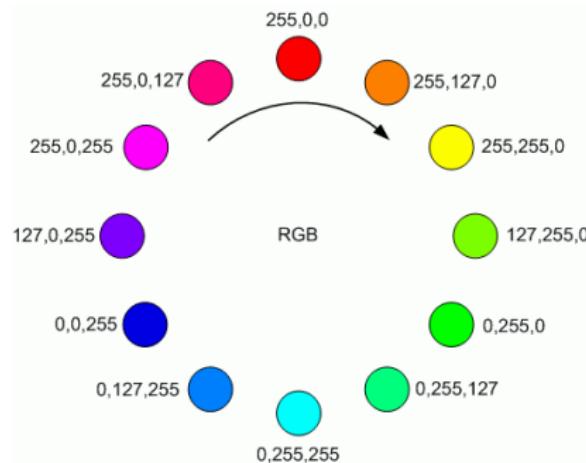
Colors

How can we know which colors has Arcade available?

- The reference API is your friend!
- (`arcade.color` reference documentation)

Arcade

Colors: RGB



(Source code)