

Pygame lesson 7

You are now ready to take on groups of sprites. Pygame allows you to easily perform the same action on each sprite in a group of sprites, and to easily check for collisions between a sprite (say a player) and a collection of sprites (say an enemy).

This tutorial is a super good introduction. Read the words, watch the videos and play with the code:

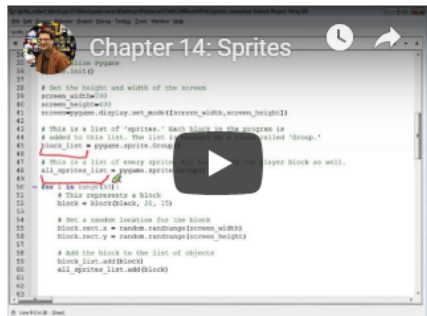
Program Arcade Games With Python And Pygame

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Chapter 13: Introduction to Sprites

Our games need support for handling objects that collide. Balls bouncing off paddles, laser beams hitting aliens, or our favorite character collecting a coin. All these examples require collision detection.

The Pygame library has support for *sprites*. A sprite is a two dimensional image that is part of the larger graphical scene. Typically a sprite will be some kind of object in the scene that will be interacted with like a car, frog, or little plumber guy.



Video: Introduction to Sprites

http://programarcadegames.com/index.php?chapter=introduction_to_sprites&lang=en

Towards the bottom you will see a 'shooting up' game. After playing with this, modify it to make a 'dropping bombs game'.