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| Minigame Masters Documentation |

The game is build upon a few core ‘Classes’, these classes provide some form of functionality to the game. When building your game, you will most likely only be touching “~/Minigames/{NAME}/Game.py”.

This file holds your game, each game consists of a few important things.

* The game itself
* The game’s mini preview (shown on the main menu)
* The game’s preview (shown when the game is fullscreen, not playing)

To implement these functionalities, there are a few methods (functions) that can be found in “Minigame.py” that will be called by the menu in order to draw/update your preview(s)/game.

These methods exists:

* Enter()
  + This method gets called when the user presses enter on your preview view, use this method to initialize the game, for example. Start playing your main music, load the player into the world etc.
* Leave()
  + The opposite of ‘Enter()’, this gets called when the user pressed the Escape key in your minigame. You have to save/prepare for leaving, when you exit this method, your game will be paused/exited.
* HandleEvents(events)
  + This methods get called with an array of events that are occurring whilst playing your minigame, such as key events, mouse events, etc.
* Update(dt)
  + Use this method to update your game each frame, dt stands for Delta Time.

You can use this delta time variable to make sure that when the fps of the game increases/decreases. The values you change stay the same. For example if you have a player you want to move across the screen, with a certain speed, you can do player.x += player.speed \* dt (dt will change depending on fps)

* Draw(surface)
  + Use this method to draw all your things to the screen, use the pygame documentation to look up the things you can do with drawing.

There are 3 different Update and Draw methods.  
The normal update and draw are for the game itself, the preview one is for the big preview, and the miniPreview one is for the preview on the main screen.