Tutorial

- try out the bouncing ball example and modify the example so that the ball travels at a slower and faster speed
- try adding a second ball..
- now make the ball travel slower at the top of the screen and faster at the bottom (adding gravity)
- read the 13 rules on PyGame usage ⟨`http://www.pygame.org/docs/tut/newbieguide.html`⟩

PyGame documentation

- PyGame is well documented online, ⟨http://www.pygame.org/docs⟩