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`⟩