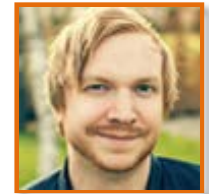


Game Programming with Python & PyGame

From idea to game, collecting all ideas and resources

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Where do you start?

- Write down your ideas
- Create a mood board containing your favourite games
- You are allowed to change the idea along the way
- For educational purposes try implement a game that already exists



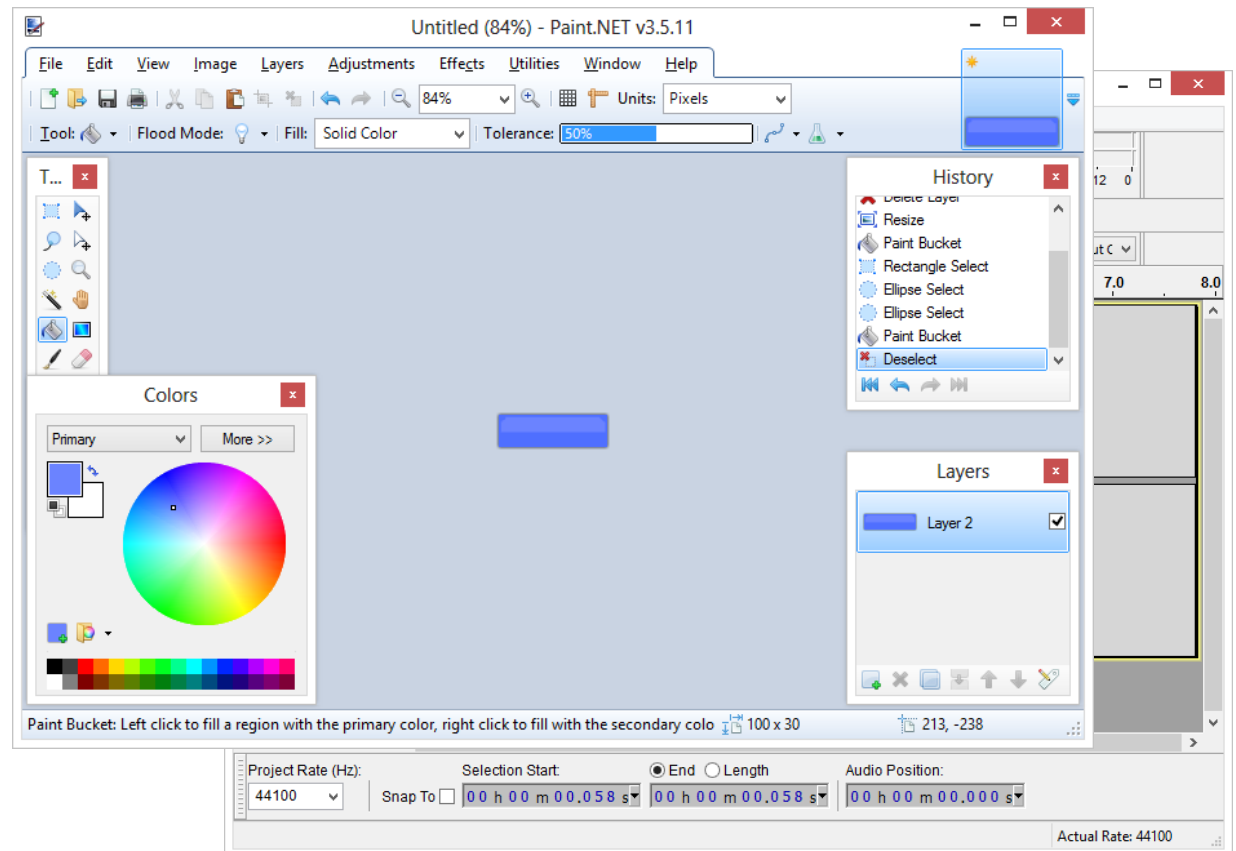
Let's create a game!

- **Game based on the Atari game Breakout from 1976**
- **Requirements**
 - Bouncing ball
 - Pad that the ball bounces on
 - When the ball coordinates indicate it's below the pad it's game over
 - Ball destroys bricks
 - When all bricks are destroyed go to next level
 - When the game is over submit high score
 - Being able to restart the game after game over
 - Track score
 - Some bricks have super powers



Gathering resources

- Find the tools that you need
- List of free resources at PyGame.org
- Audio
- Graphics



Summary

- Where to go for resources
- What tools we can use to record Audio and draw Graphics
- Defined a project that we are going to create throughout the rest of the course