Game Programming with Python & PyGame

What is PyGame?

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Introduction

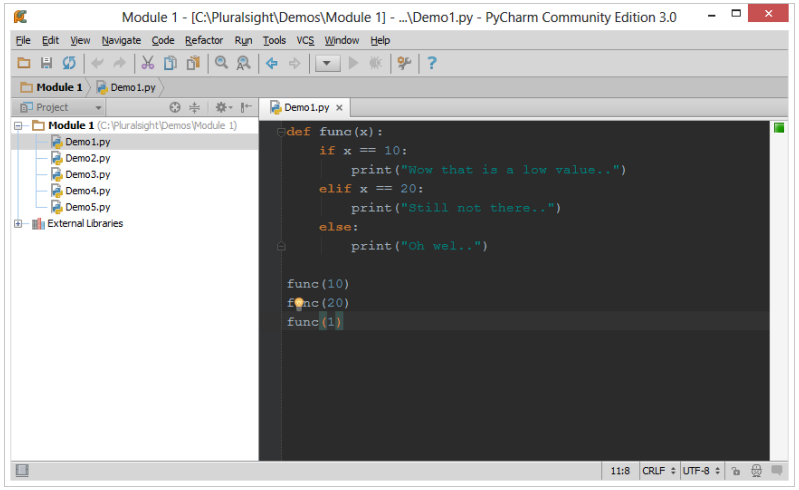
- **What is the goal of the course?**
  - How to write object-oriented Python code
  - How to get use to Python programming coming from other languages
  - How to use Python for 2D game development
  - Write a playable 2D game

What is PyGame?

- **What is PyGame?**
  - A library that helps us create games using Python
  - Uses SDL (Simple DirectMedia Layer)
- **Why will we use PyGame?**
  - Portable – Runs on almost every platform!
  - Easy to use
  - Free

The Environment

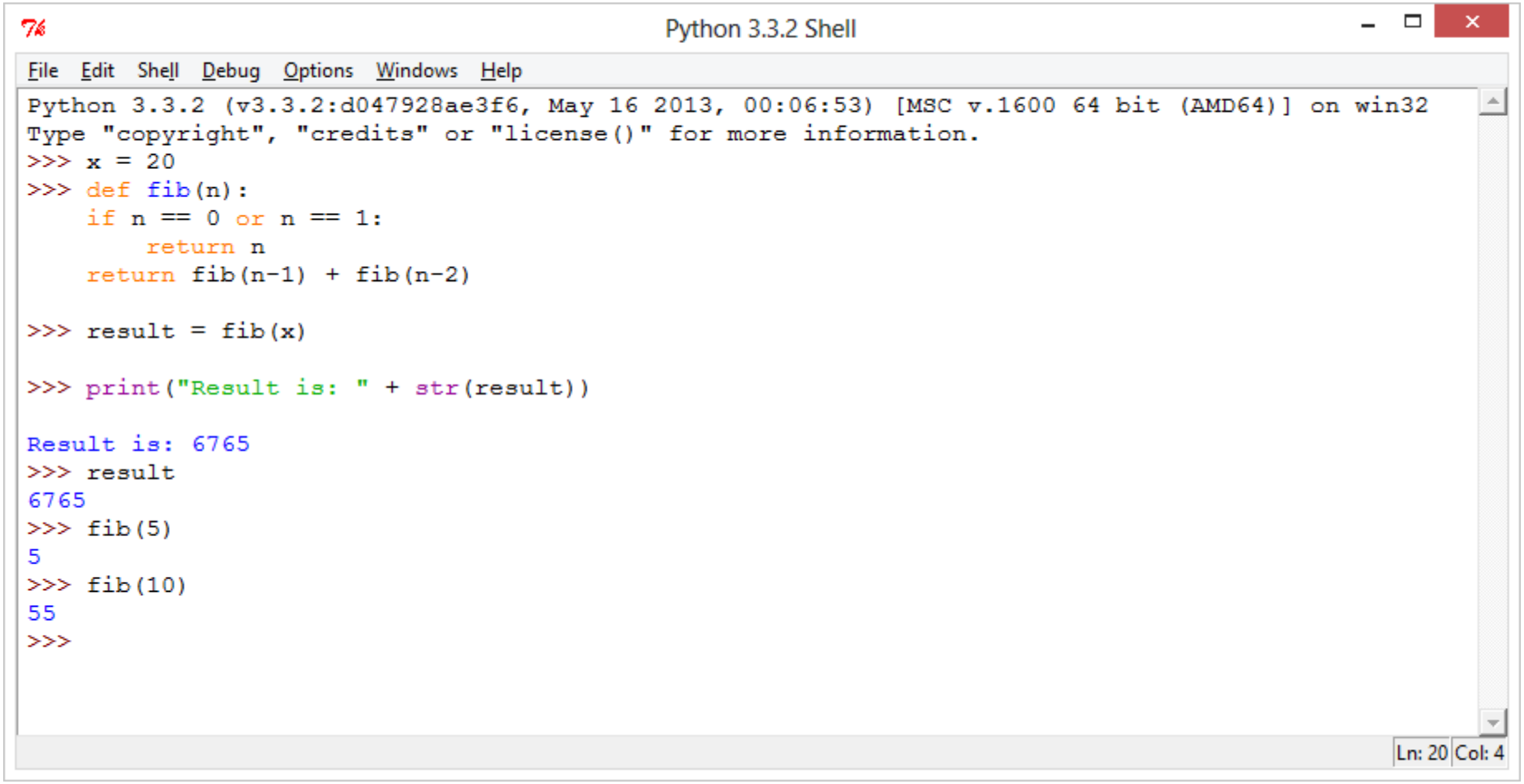
- **Download & Install Python (32 bit version)**
  - http://www.python.org/download/
- **Download & Install PyGame**
  - https://bitbucket.org/pygame/pygame/downloads
- **Choosing your IDE**
  - Visual Studio + PTVS (Python Tools for Visual Studio)
    - http://pytools.codeplex.com/
  - PyCharm from JetBrains
    - http://www.jetbrains.com/pycharm/download/



Python crash course

- **Code is executed through an interpreter**
- **Can be both dynamically and strongly typed**
- **Code can be compiled to bytecode**
- **No curly braces**
  - Uses tabs & spaces

Understanding the syntax



Summary

- Installing Python and PyGame
- Getting to know the IDE
- Crash course in Python programming for programmers
- Want more fundamental understanding of Python?

Python Fundamentals

Python Fundamentals gets you started with Python, a dynamic language popular for web development, big data, science and scripting.

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