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# Creating start Menu in Pygame

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**Pygame** is a Python library that can be used specifically to design and build games. Pygame supports only 2d games that are built using different shapes or sprites. Pygame doesn't have an in-built layout design or any in-built UI system this means there is no easy way to make UI or levels for a game. The only way to make levels or different menus in pygame is by using functions.

## Using Functions As Menus

**Functions** in Pygame are a way to contain different menus or levels by defining an event type in each function, then calling the functions from their respective container function.

For example, the game function will be called if the player hits the play button on the start menu. So, the start menu function becomes container functions for the game function. The important thing to note is that the start function can't be called directly from game function. If the game contains different unlockable levels, then the previous level becomes the container function for the next level.

## Sample Code For A Game Containing Start Menu

Python program to demonstrate Menus And Levels

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## Python

```
import pygame
import sys

# initializing the constructor
pygame.init()

# screen resolution
res = (720,720)
```

```
# opens up a window
screen = pygame.display.set_mode(res)

# white color
color = (255,255,255)

# light shade of the button
color_light = (170,170,170)

# dark shade of the button
color_dark = (100,100,100)

# stores the width of the
# screen into a variable
width = screen.get_width()

# stores the height of the
# screen into a variable
height = screen.get_height()

# defining a font
smallfont = pygame.font.SysFont('Corbel',35)

# rendering a text written in
# this font
text = smallfont.render('quit' , True , color)

while True:

    for ev in pygame.event.get():

        if ev.type == pygame.QUIT:
            pygame.quit()

        #checks if a mouse is clicked
        if ev.type == pygame.MOUSEBUTTONDOWN:

            #if the mouse is clicked on the
            # button the game is terminated
            if width/2 <= mouse[0] <= width/2+140 and height/2 <= mouse[1] <= height/2+40:
                pygame.quit()

    # fills the screen with a color
    screen.fill((60,25,60))

    # stores the (x,y) coordinates into
    # the variable as a tuple
    mouse = pygame.mouse.get_pos()
```

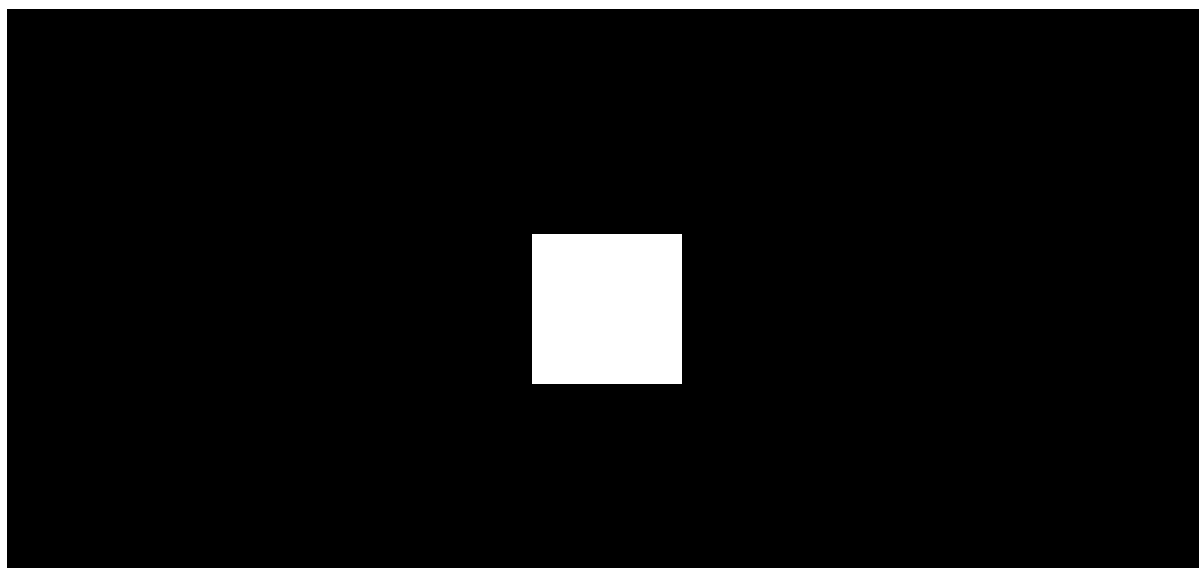
```
# if mouse is hovered on a button it
# changes to lighter shade
if width/2 <= mouse[0] <= width/2+140 and height/2 <= mouse[1] <= height/2+40:
    pygame.draw.rect(screen,color_light,[width/2,height/2,140,40])

else:
    pygame.draw.rect(screen,color_dark,[width/2,height/2,140,40])

# superimposing the text onto our button
screen.blit(text , (width/2+50,height/2))

# updates the frames of the game
pygame.display.update()
```

## Output:



00:00

00:00



antri...



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