Bibliography and information to program

Diego Tena

**Color**

<https://www.pygame.org/docs/ref/color.html>

setattr <https://www.programiz.com/python-programming/methods/built-in/setattr>

getattr <https://www.programiz.com/python-programming/methods/built-in/getattr>

delattr <https://www.programiz.com/python-programming/methods/built-in/delattr>

**Cell**

(pygame.sprite.Sprite)

Create an image of the block, and fill it with a color.

This could also be an image loaded from the disk.

<https://www.pygame.org/docs/ref/sprite.html#pygame.sprite.Sprite>

**Utils**

<https://github.com/search?q=pygame.transform.scale&type=Code&l=Python>

<https://www.pygame.org/docs/ref/transform.html#pygame.transform.scale>

**Draw**

<https://www.pygame.org/docs/ref/font.html#pygame.font.Font>

<https://www.pygame.org/docs/ref/font.html#pygame.font.Font.render>

<https://www.pygame.org/docs/ref/surface.html>

Draws a source Surface onto this Surface. The draw can be positioned with the dest argument

t. Dest can either be pair of coordinates representing the upper left corner of the source.

<https://github.com/search?q=pygame.Surface.blit&type=Code&l=Python>

**Mouse**

[**https://www.pygame.org/docs/ref/mouse.html**](https://www.pygame.org/docs/ref/mouse.html)

[**https://github.com/search?q=pygame.mouse.get\_pressed&type=Code&l=Python**](https://github.com/search?q=pygame.mouse.get_pressed&type=Code&l=Python)

[**https://www.pygame.org/docs/ref/mouse.html#pygame.mouse.get\_pos**](https://www.pygame.org/docs/ref/mouse.html#pygame.mouse.get_pos)

[**https://github.com/search?q=pygame.mouse.get\_pos&type=Code&l=Python**](https://github.com/search?q=pygame.mouse.get_pos&type=Code&l=Python)

[**https://www.pygame.org/docs/ref/mouse.html#pygame.mouse.get\_rel**](https://www.pygame.org/docs/ref/mouse.html#pygame.mouse.get_rel)

[**https://github.com/search?q=pygame.mouse.get\_rel&type=Code&l=Python**](https://github.com/search?q=pygame.mouse.get_rel&type=Code&l=Python)

**Tilemap**

<https://www.pygame.org/project-Tiled+TMX+Loader-2036-.html>

<https://github.com/bitcraft/PyTMX#working-with-maps>

<https://github.com/bitcraft/pyscroll>

<http://sheep.art.pl/Tiled%20Map%20in%20PyGame>

**Main**

Start the game

**Grid**

[**https://www.101computing.net/conways-game-of-life/**](https://www.101computing.net/conways-game-of-life/)

[**https://realpython.com/pygame-a-primer/**](https://realpython.com/pygame-a-primer/)

[**https://stackoverflow.com/questions/9278548/loading-a-map-in-pygame-python**](https://stackoverflow.com/questions/9278548/loading-a-map-in-pygame-python)

**Gui**

<https://github.com/EricsonWillians/PyGameWidgets>

**Game**

Clock <https://www.pygame.org/docs/ref/time.html#pygame.time.Clock.tick>

<https://github.com/search?q=pygame.time.Clock.get_fps&type=Code&l=Python>

sprite group <https://www.pygame.org/docs/ref/sprite.html#pygame.sprite.Sprite.groups>

<https://github.com/search?q=pygame.sprite.Sprite.groups&type=Code&l=Python>

widgets <https://github.com/EricsonWillians/PyGameWidgets>

events <https://www.pygame.org/docs/ref/event.html#pygame.event.get>

get\_ticks <https://www.pygame.org/docs/ref/time.html#pygame.time.get_ticks>

<https://github.com/search?q=pygame.time.get_ticks&type=Code&l=Python>