import pygame

def main():

pygame.init()

screen = pygame.display.set\_mode((640, 480))

pygame.display.set\_caption("Moving a wolf")

The background will have a moon and a spider that goes along with the theme of a wolf. This picture will fill the background instead of just a background with one color.

background= pygame.image.load("spider.png")

background = background.convert()

The picture that will be used as the sprite will be a wolf.

wolf = pygame.image.load("howl.png")

wolf = wolf.convert()

The wolf will need some variables. This will make sure the wolf is in the middle of the screen.

wolf\_x = 0

wolf\_y = 200

The wolf needs to go from one end of the screen and come back around. Instead the program will refresh and start over when the wolf gets to the right side of the screen.

clock = pygame.time.Clock()

keepGoing = True

while keepGoing:

clock.tick(30)

for event in pygame.event.get():

if event.type == pygame.QUIT:

keepGoing = False

wolf\_x += 5

if wolf\_x > screen.get\_width():

wolf\_x = 0

This makes sure that the illusion of the wolf looks like it loops around, but it refreshes and restarts.

screen.blit(background, (0,0))

screen.blit(wolf, (wolf\_x, wolf\_y))

pygame.display.flip()

pygame.quit()

if \_\_name\_\_ == "\_\_main\_\_":

main()

Link to GitHub: <https://github.com/jimmyclarkbsu/basic-animation>