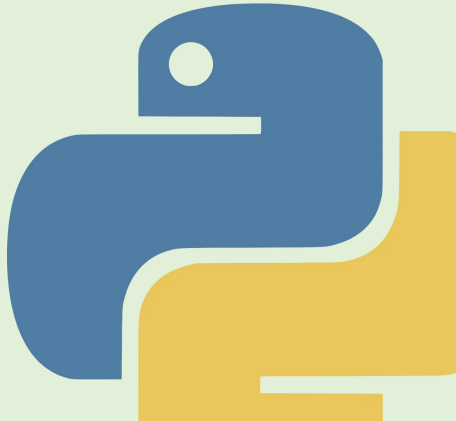
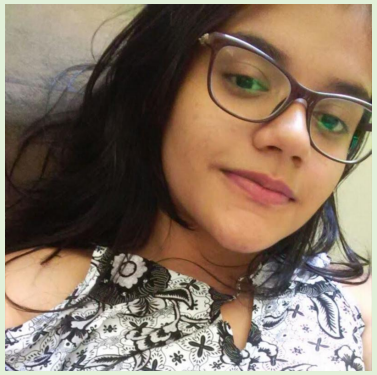
Desenvolvendo jogos com pygame

João Paulo da Silva Carvalho
Lissa Victória Ximenes de Oliveira

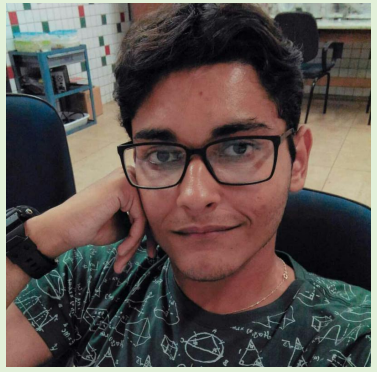


Quem somos?



Lissa Ximenes

Discente do IFPI Campus Piripiri. Atuante ativa no Laboratório de Pesquisas e Estudos em Computação do IFPI Campus Piripiri. Possui experiencias com desenvolvimento web com PHP e Javascript, além de integração com hardware utilizando arduino e raspberry pi.



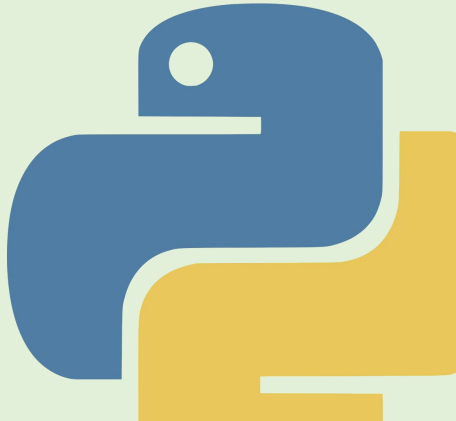
João Paulo Carvalho

Discente do IFPI Campus Parnaíba. Ex Diretor de Software da Empresa Júnior Sinapses. Desenvolvedor front-end na start-up Tjob. Possui experiencias com desenvolvimento web e mobile utilizando tecnologias como PHP, Javascript e Python.

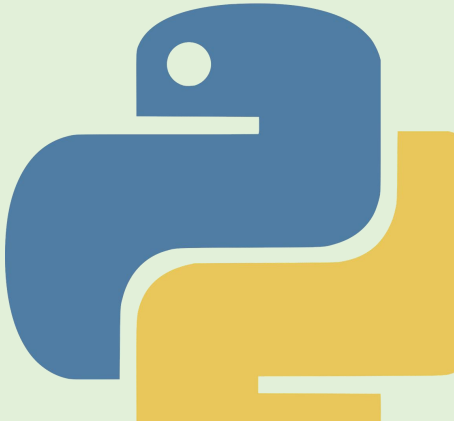
Instalação

```
# pip3 install pygame
```

```
$ python3 -m pygame.examples.aliens
```



Vamos lá!

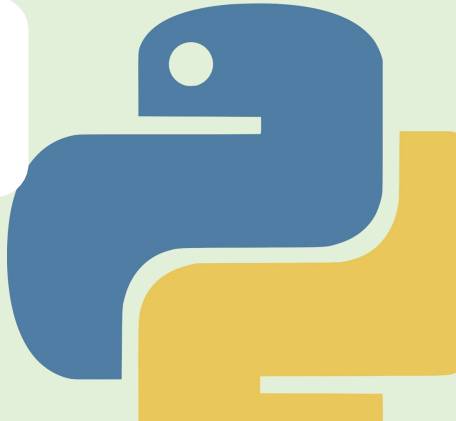


Criando janelas

```
import pygame

pygame.init()
pygame.display.set_mode([largura, altura])
pygame.display.set_caption("Primeira janela")
```

```
pygame.quit()
```



Quadros

```
tela = pygame.display.set_mode([altura, largura])
clock = pygame.time.Clock()
```

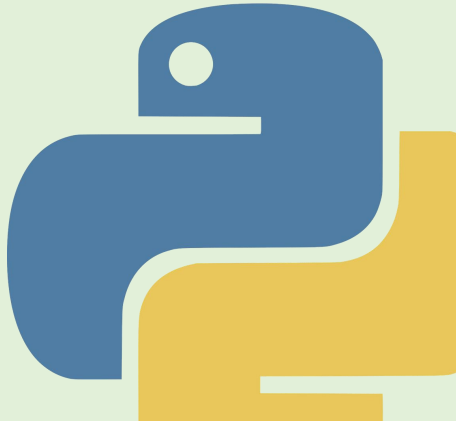
```
clock.tick(fps)
```

```
pygame.display.update()
```

Superfícies

```
superficie = pygame.Surface([largura, altura])
```

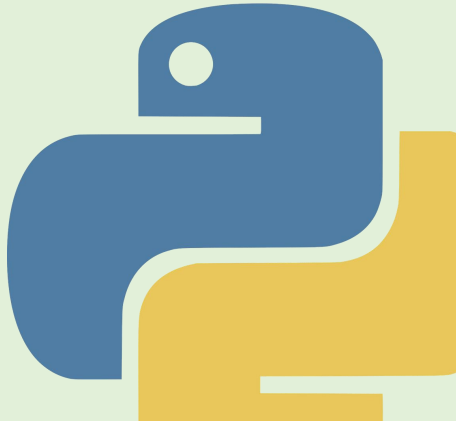
```
tela.blit(superficie, [posX, posY])
```



Cores

```
cor = (red, green, blue)
```

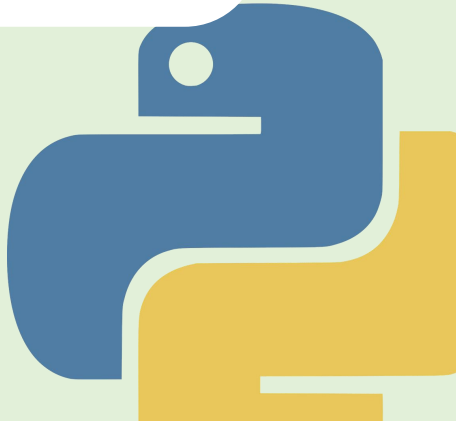
```
tela.fill(cor)
```



Retângulos

```
retangulo = pygame.Rect(posX, posY, largura, altura)
```

```
retangulo.move_ip([maisX, maisY])
pygame.draw.rect(tela, cor, retangulo)
```



Eventos

```
for event in pygame.event.get():
        if event.type == pygame.MOUSEBUTTONDOWN:
            #codigo
        if event.type == pygame.MOUSEMOTION:
            #codigo
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                #codigo
```

Valeu!