Introduction

It is January 2020! A new year is a good time to review what tools we use to develop our python code and which python modules we use. For the last few years we have used:

- Python editor Thonny (thonny.org). This is a nice editor and has lots of features for people starting to code in python. However, I want to try out a new editor to see if it suits our needs more.

- Python module `turtle` to generate graphics. As you have seen, this module allow us to create many turtles, each of which, can be given instructions to move and draw out shapes. I like this module and we (or you) have done some cool stuff using it. But it is not so great at writing games with fancy graphics (animations) and sound. So let's try something new.
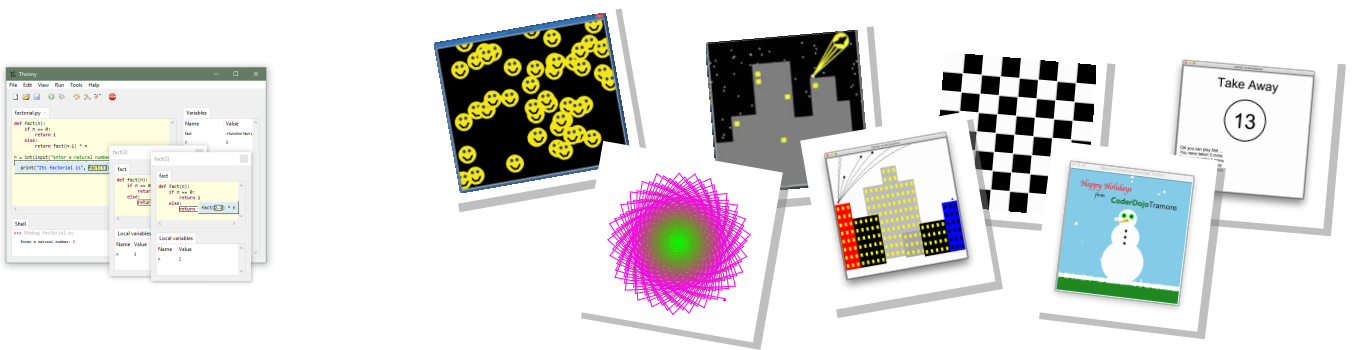

Figure 1 – Screenshot of Thonny editor and some sample `turtle` applications (that you have created).

1   The Future is ... Mu ... and ... Pygame Zero

So, our new tool set consists of:

- Python editor `mu-edit`   codewith.mu

- Python game (graphic+sound) module **Pygame Zero**   pygame-zero.readthedocs.io

and websites for resources (also known as game assets)

- Game sound effects   www.zapsplat.com

- Background music   www.melodyloops.com/music

and supporting software

- Editing and converting audio files   www.audacityteam.org

- Editing and generating art   krita.org/en

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