Setup Steps

1. Download Python
   a. https://www.python.org/
   b. Downloads > Download Python 3.9.2
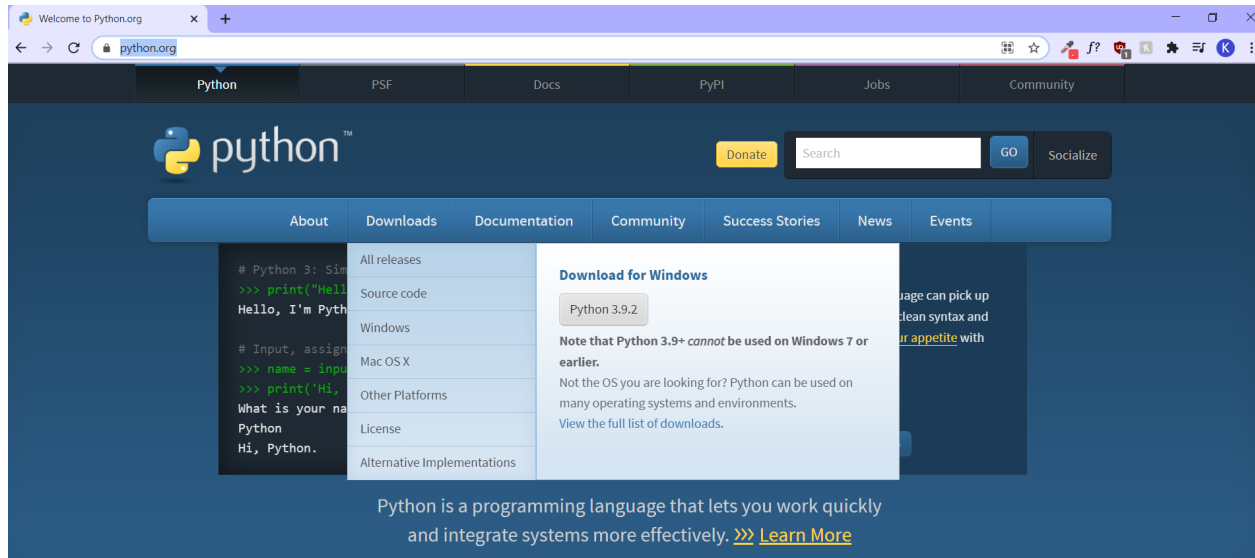
2. Install
   a. Check Add Python 3.9 to PATH
   b. Install Now
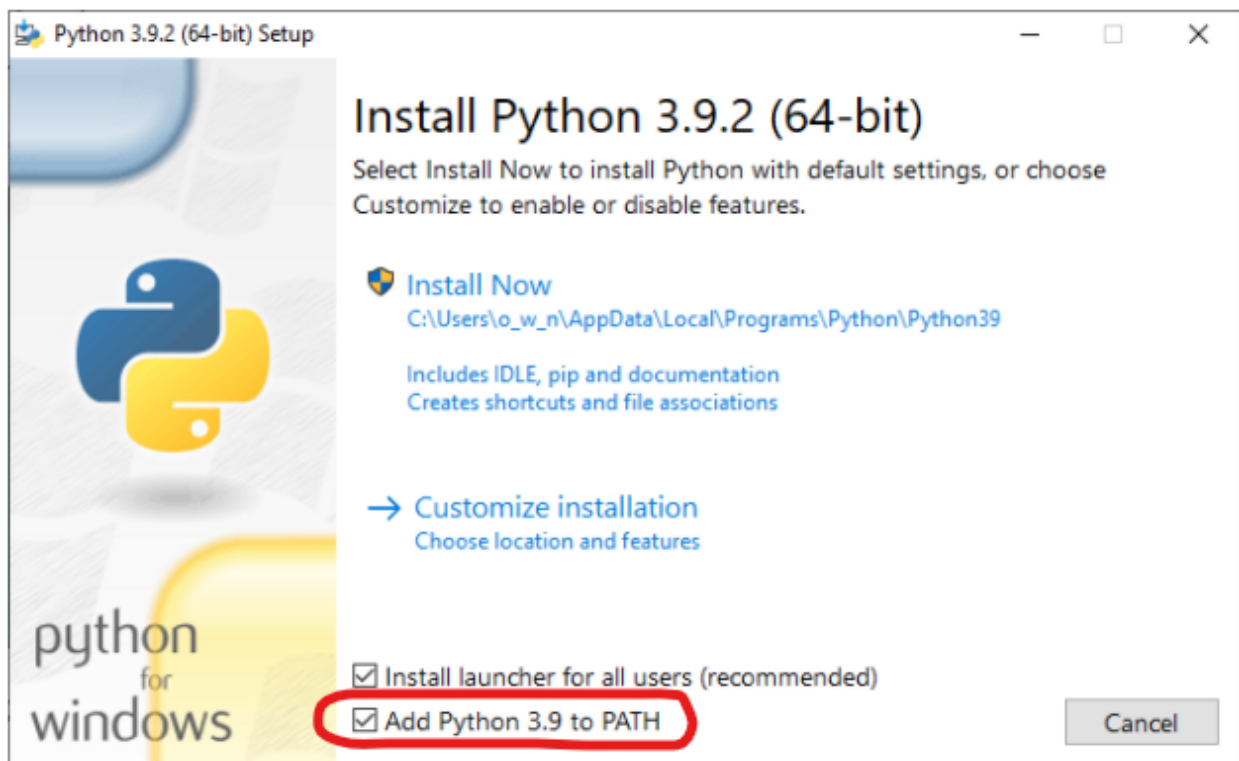
3. Download Pygame
   a. Open Command Prompt
   b. > python -m pip install pygame
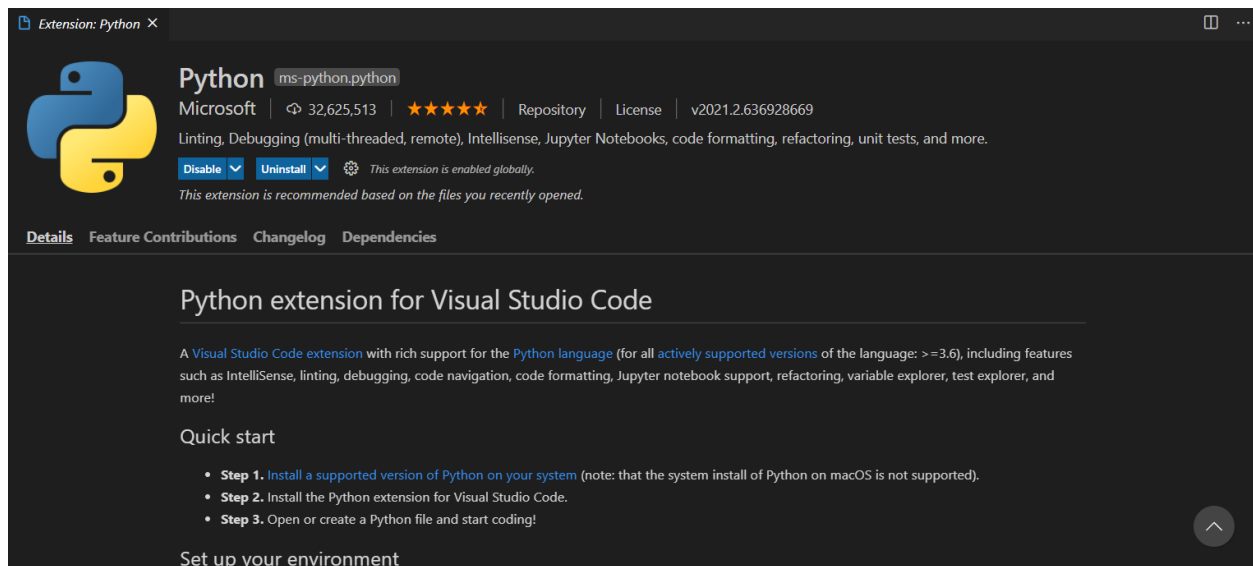
   `python -m pip install pygame`

   c. Upgrade pip if asked

   ```
   Collecting pygame
     Downloading pygame-2.0.1-cp39-cp39-win_amd64.whl (5.2 MB)
        |                              | 5.2 MB 3.2 MB/s
   Installing collected packages: pygame
   Successfully installed pygame-2.0.1
   WARNING: You are using pip version 20.2.3; however, version 21.0.1 is available.
   You should consider upgrading via the 'C:\Users\o_w_n\AppData\Local\Programs\Python\Python39\python.exe -m pip install -
   -upgrade pip' command.

   C:\Users\o_w_n>-m pip install --upgrade pip
   ```

4. Install VS Code extension
   a. You will need to restart visual studio code
   b. https://marketplace.visualstudio.com/items?itemName=ms-python.python

   Extension: Python ✕

   Python `ms-python.python`
   Microsoft ⬇ 32,625,513 ★★★★★ Repository | License | v2021.2.636928669
   Linting, Debugging (multi-threaded, remote), Intellisense, Jupyter Notebooks, code formatting, refactoring, unit tests, and more.
   Disable ▾ **Uninstall** ▾ ⚙ This extension is enabled globally.
   This extension is recommended based on the files you recently opened.

   Details **Feature Contributions** **Changelog** **Dependencies**

   ## Python extension for Visual Studio Code

   A Visual Studio Code extension with rich support for the Python language (for all actively supported versions of the language: >=3.6), including features such as IntelliSense, linting, debugging, code navigation, code formatting, Jupyter notebook support, refactoring, variable explorer, test explorer, and more!

   ### Quick start

   - **Step 1.** Install a supported version of Python on your system (note: that the system install of Python on macOS is not supported).
   - **Step 2.** Install the Python extension for Visual Studio Code.
   - **Step 3.** Open or create a Python file and start coding!

   ### Set up your environment

5. Install Linter pylint

   ⊗ Linter pylint is not installed.   ⚙ ✕

   Source: Python (Extension)   [Install]   [Select Linter]   [Do not show again]
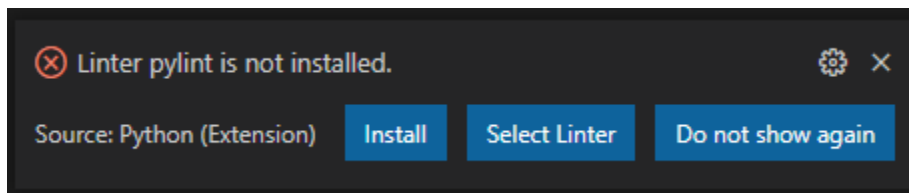
Additional Notes

If you are getting this warning:


```
index.py > ...
1    import pygame
2
3    pygame.init()
     module pygame
     Pygame is a set of Python modules designed for writing games. It is written on top of the excellent SDL library. This allows you to create fully featured games and
     multimedia programs in the python language. The package is highly portable, with games running on Windows, MacOS, OS X, BeOS, FreeBSD, IRIX, and Linux.
     Module 'pygame' has no 'init' member pylint(no-member)
     View Problem (Alt+F8)    No quick fixes available
```

Try this:

https://stackoverflow.com/questions/50569453/why-does-it-say-that-module-pygame-has-no-init-member

I had the same issue with one of my modules. This is what I did to resolve the problem. (I'm using visual studio on windows 10)

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1. Press `CTRL` + `SHIFT` + `P` in visual studio

2. Choose "Preferences: Open Settings (JSON)"

3. Add `"python.linting.pylintArgs": ["--generate-members"]` below one of the lines (put a comma if necessary)

4. Save the `.json` file (`CTRL` + `S`)

For me, the code looks like this :

```
{
    "breadcrumbs.enabled": false,
    "editor.minimap.enabled": false,
    "python.pythonPath": "C:\\Users\\xxx\\Anaconda3",
    "terminal.integrated.rendererType": "dom",
    "window.menuBarVisibility": "default",
    "workbench.activityBar.visible": false,
    "workbench.statusBar.visible": true,
    "python.linting.pylintArgs": ["--generate-members"], //line to add
    "[json]": {

    }
}
```

Hope it helps. Credit to @Alamnoor on github