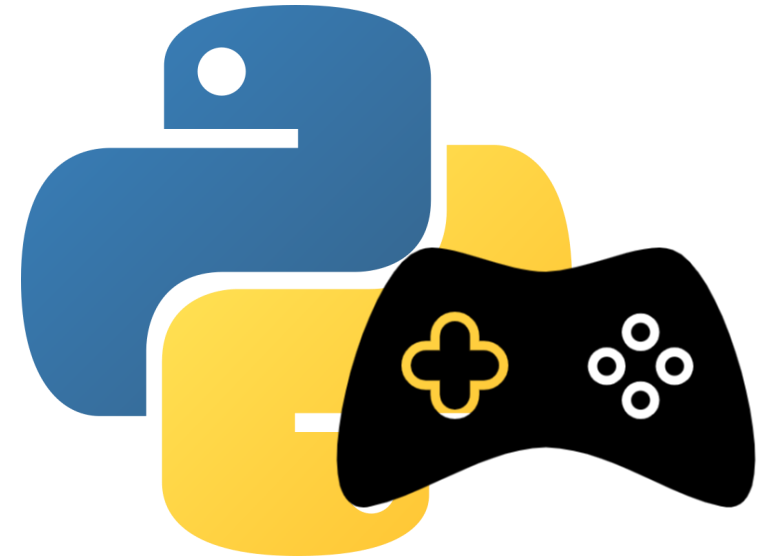


# Building 2D games with PyGame

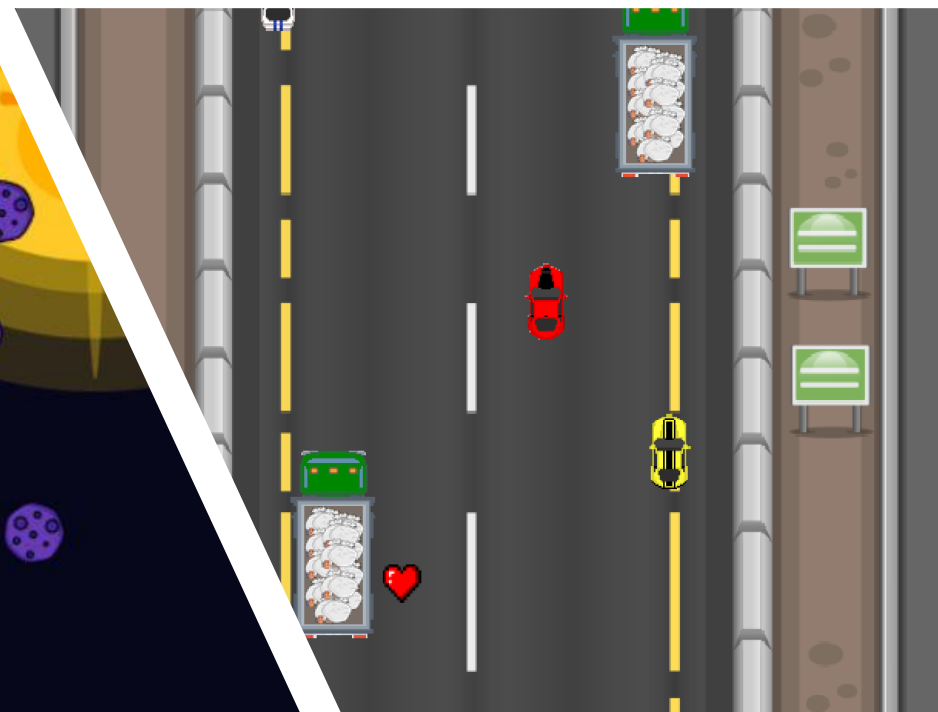
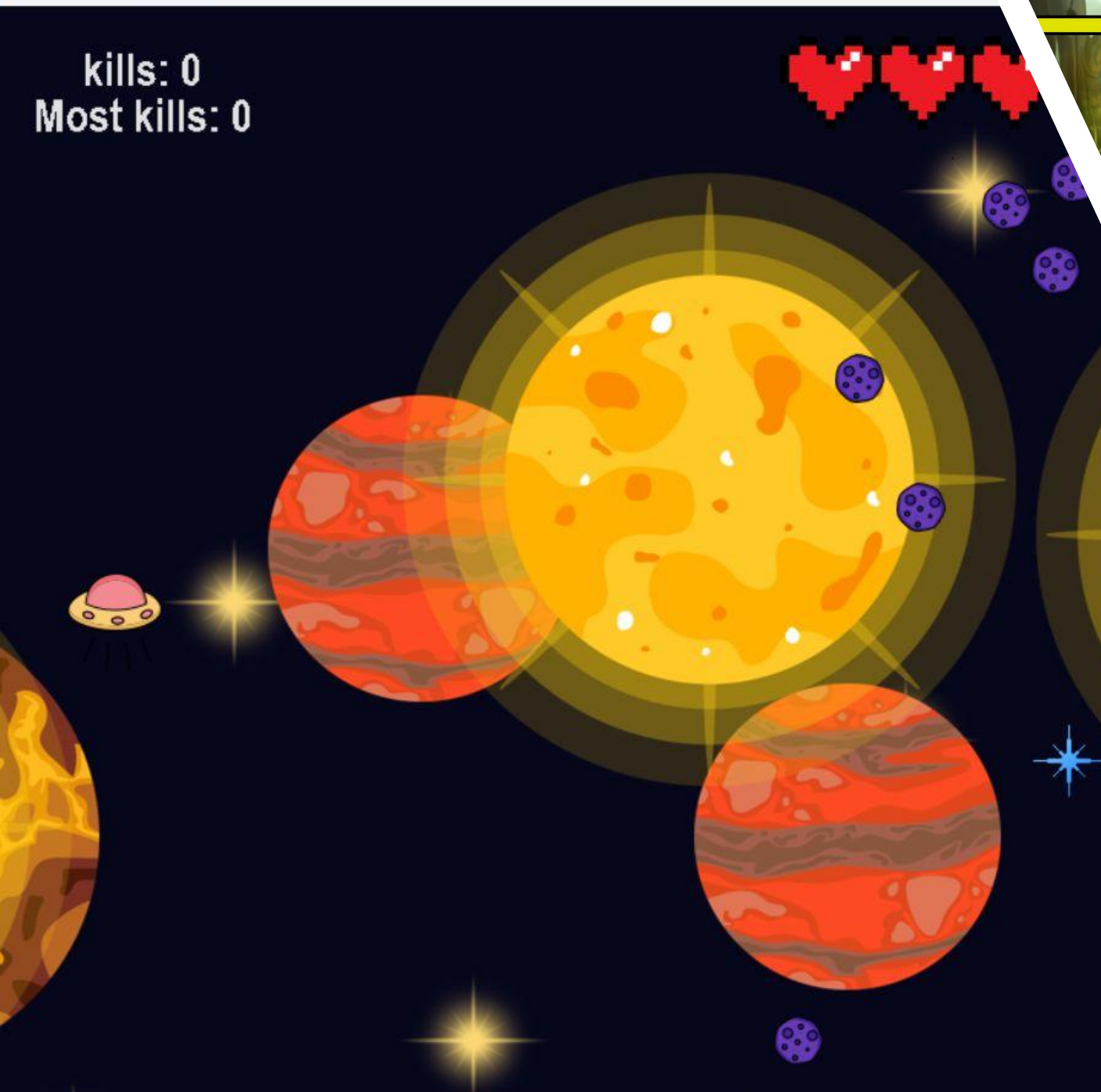
By Louëlla Creemers





Louëlla Creemers  
Microsoft MVP  
.NET developer  
University teacher







**VS.**



# PyGame teaches you

- Loops
- Conditions
- Variables
- Objects

# What is PyGame?

**STAGE 9**

**Fri 9:00 am - 9:30 am**

**Session (30 min, incl. Q&A)**

**Frontend & Web**

**Python**



**!true**

# What is PyGame?

- Free and open-source Python library
  - Desktop applications
  - Cross-platform
  - For 2D games
- 
- PyGame or PyGame-ce

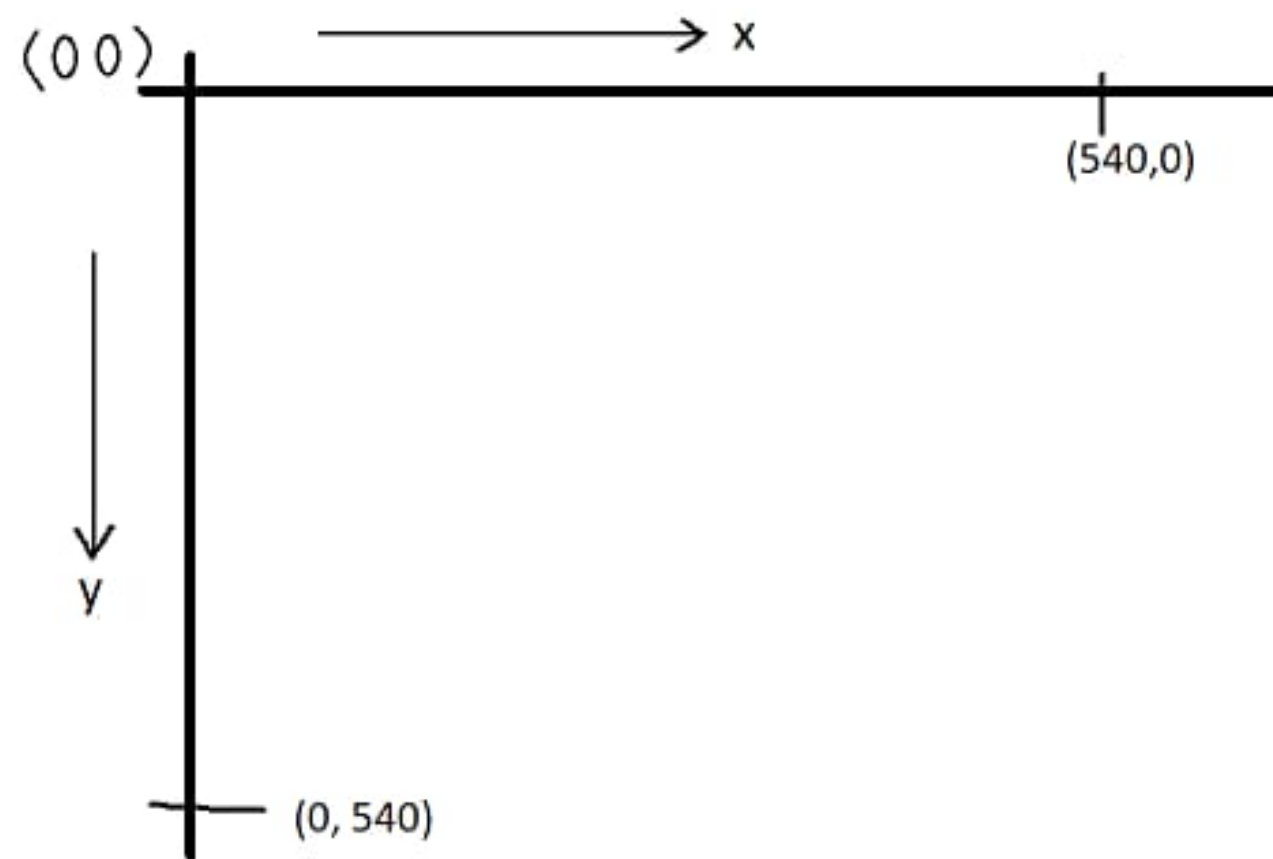


# What PyGame is not

- Game engine
- Web application

# Game development terms

- Sprites
- Event loop
- Collision detection
- Ticks



Let's build a  
game!

Score: 110



# Resources

- PyGame docs: [pygame.org/docs/](http://pygame.org/docs/)
- PyGame inspiration: [pygame.org/tags/all](http://pygame.org/tags/all)
- PyGame-ce page: [pypi.org/project/pygame-ce](http://pypi.org/project/pygame-ce)

# Find me online

• [louella.dev/socials](https://louella.dev/socials)

