**Pygame snake external sites documentation**

1. <https://www.reddit.com/r/pygame/comments/qh7g16/how_to_constantly_move_a_character_without/>

This site helped me figure out how to keep an object in continuous motion after a single key press utilizing velocity variables and position variables within the while loop of the game. Furthermore, it familiarized me with the pygame.KEYDOWN function whereas other documentation used pygame.key.get\_pressed which moved an object at a single interval at a single press which was not helpful for this application.

1. <https://www.pygame.org/docs/>

This site was the pygame documentation and I used the quickstart guide to help me initialize the critical infrastructure of a game window, color, while loop and quit function, etc.

1. <https://www.geeksforgeeks.org/python-moving-an-object-in-pygame/>

This site further advanced my understanding of movement functions beyond the “quick start” pygame documentation but was later abandoned for the pygame.KEYDOWN function found later in reference “1.)”.

1. <https://gamedevacademy.org/pygame-object-oriented-tutorial-complete-guide/>
2. <https://www.youtube.com/watch?v=wfcWRAxRVBA>
3. <https://www.youtube.com/watch?v=AY9MnQ4x3zk>
4. [Create Snake with Python in 20 MINUTES!](https://www.youtube.com/watch?v=ebVV-6QMUIU)
5. <https://www.youtube.com/watch?v=QFvqStqPCRU>

this is the video that helped me the most

1. <https://www.youtube.com/watch?v=al_V4OGSvFU>

this was for the button class

1. <https://www.youtube.com/watch?v=GMBqjxcKogA>

This reference helped me create the first while loop that would be used to change screens using multiple while loops

1. <https://gamedevacademy.org/pygame-mouse-click-tutorial-complete-guide/>

this one helped correlate my mouse click with my button objects using collidepoint