**pygame cheat sheet**

**(I) Basic modules and libraries to import**

import pygame

import random ( if necessary )

**(II) Define some basic colors required for the game**

BLACK = (0,0,0)

WHITE = (255,255,255)

RED = (255,0,0)

**(III) DEFINE THE CLOCK NECESSARY FOR THE GAME**

clock = pygame.time.Clock()

**(IV) DEFINE THE HEIGHT AND WIDTH OF THE FINAL SCREEN**

SCREEN\_WIDTH = 800

SCREEN\_HEIGHT = 800

**(V) INITIALIZE PYGAME**

pygame.init()

before the below step ; declare done = False

**(V) SKELETON OF THE MAIN LOOP**

while not done:

for event in pygame.event.get():

if event.type == pygame.QUIT:

done = True

**(VI) FLIP DISPLAY AFTER DRAWING**

pygame.display.flip()

**(VII) DEFINE CLOCK SPEED**

pygame.clock(60)

**(VIII) QUIT PYGAME**

pygame.quit()