Explanation of code:

In main.py file, an instance is created named as screen for creating the window of the chess game having x dimension 1200 and y dimension 900.

Then using display method windows caption is changed to ‘Chess Game’

Img is used to load the images for button named as startbutton.png

Then monospace font is used to display the text over the window screen using textfont.

Start\_button is an instance of button class which is used to display the image as button on window screen having position x value 450 and y value 450.

Then a game loop is created so that we can move the game further.

Screen.fill is used to change the background of window appeared

A while loop is used to maintain the flow of code according to the game.

Until the quit statement executes the loop will execute the code in while loop

Whenever we click on the button it will display

Welcome to the chess game using print command.

In this program event handler is used to handle the key and mouse events.

When run =false statement executes it will come out of the game and textTBD is used to display text of welcome screen of game.

Pygame.quit help to close the game window.

In button.py file,

A class is created named as button for providing the functionality of button to an image.

Aaconstructor is called in program using \_init-() method in which x and y dimension of the images are given as x,yand then the image which we use as button in program and the scale of project.

Width is used to provide the width to image and height is used to provide height to an image.then the positioning of button in window can be given where self.clicked is set to false.

Draw method is used to get the positioning of mouse. Then mouseover and mouse clicked events are checked.

Surface.blit is used to draw the button on screen and then action is returned from button class.