Gamedev in Pyhton. PyLadies edition

How hard can it be...

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Structure

Intro

Let's code

Additional info

What cool frameworks/languages are there?

1. Lua: Love2d (`https://love2d.org/`)
2. C++: tons actually (i.e. `https://godotengine.org/`)
3. JavaScript: Phaser (`https://phaser.io/`)
4. C#: Unity (`https://unity3d.com/`)
5. Rust: ggez (`http://ggez.rs/`)
6. Python: pygame (`https://www.pygame.org/news`)

Main components

- World
- Game loop
- Game objects
- Juice =)

Cool links

- `https://gist.github.com/vinothpandian/4337527` - inspired by
- `https://opengameart.org/` - if you are not an artist
- `https://www.youtube.com/watch?v=AJdEqssNZ-U` - juice 1
- `https://www.youtube.com/watch?v=Fy0aCDmgnxg` - juice 2

Thanks for the patience!