Python is not meant to be used in a web browser setting. Some reddit posts said it was impossible. Others suggested don’t use pygame at all for this kind of thing, recommending Gadot (similar language to Python) or Unity instead. However, recently it seems (I think but am not sure since I haven’t tried myself) that there are some solutions that allow a pygame environment on a webbrowser without the client having to download the entire game package. This is what I want to achieve at the end and I hope that when I finish making the game in python, I won’t have to switch languages. Basically, I am being risky here. It seems like there is a solution maybe and I’m hoping that’s enough. Besides I’m too far gone to switch over anyways at this point. If they have to download maybe I put it on steam, but I really would like it to be similar to chess.com and just run in the browser.

Pygame has a reputation of being slow, but for my chess game it should not matter. Don’t worry at all about performance especially for my first game, just worry about making it fun.

Python can be online multiplayer, even if the in-browser stuff doesn’t work and it is easy to implement! Just watch this video some time: <https://www.youtube.com/watch?v=McoDjOCb2Zo>.

If I ever need a physics engine, don’t reinvent the wheel, there is Pymunk for that.

Finally, start working in Github to save project data regularly, to learn git and python at the same time.

So steps to complete game are:

1)At some point find evidence of a full python game being played online in a web browser. See how they did it and do it myself

2)Start using github to commit my progress. Also try to use Jupyter notepad instead of idlex. It supports tabnine which is a new cool machine learning program that learns how you code and becomes a smart autocompleter to help you code faster. Didn’t work in Idlex so that is why I am trying out jupyter notepad.

3)Get game in a playable state(at least 2 champions that work more or less bug free, UI complete etc)

4)Implement multiplayer using above video knowledge

5)Get website up and running, html/ java

6)Add in the python game using the technique I found for 1)

Extra: Make sure to use convert() for images, this is necessary practice and makes using the converted images almost 10x faster than not converting them.

Use dirty rectangle methods. Have a global list keep track of ONLY the changed rectangles to be drawn or blitted to the screen each frame and just draw those instead. Makes the game WAYYYYY more efficient. Especially with chess where the board doesn’t change states most of the game. Only animations will be slow and even then its chess they don’t have to be fast.