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Lab basic animation

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Pseudocode

Building basic idea / alter framework

* I - Import and Initialize

Import pygame

Init function

* D - Display configuration

Create variable to represent screen

Set default size (640 x 480)

Set caption

* E - Entities (Create the things you'll need in the game)

Make surface for background

Make surfaces to move around screen

* A - action - has its own steps
  + A = Assign values to key variables

Clock object

Set keep going to true

* + L - Set up main loop

While keep going

* + T - manage timekeeping

Set the clock.tick() method

Set for 30 fps

* + E - event-handling

Create list of all of the events happening

Set keep going to false

* + R - refresh display

Blit to copy image

At the end of the function call for pygame to quit

Move a box

Make a box

Set box size to 25,25

Fill the box with a color

Set some variables ( x and y)

Give the box a value

Set boundaries for the box

Draw the back ground on the screen

Draw box ontop

Use boxes new x value

Load an image

Convert image to pixels

Change the size of the image (100,50)

Set the x and y variables

Find image to move around (duck)

Use second image as background

Import background picture