

[1]beginning-game-programming-for-teens-with-python

Monday, January 23, 2017 9:48 AM

<https://www.raywenderlich.com/24252/beginning-game-programming-for-teens-with-python>

<http://www.pygame.org/wiki/tutorials>

<http://www.pygame.org/wiki/GettingStarted>

Download python 2.7

<https://www.python.org/ftp/python/2.7.12/python-2.7.12.msi>

Download pygame

<http://pygame.org/ftp/pygame-1.9.1.win32-py2.7.msi>

Install python 2.7,

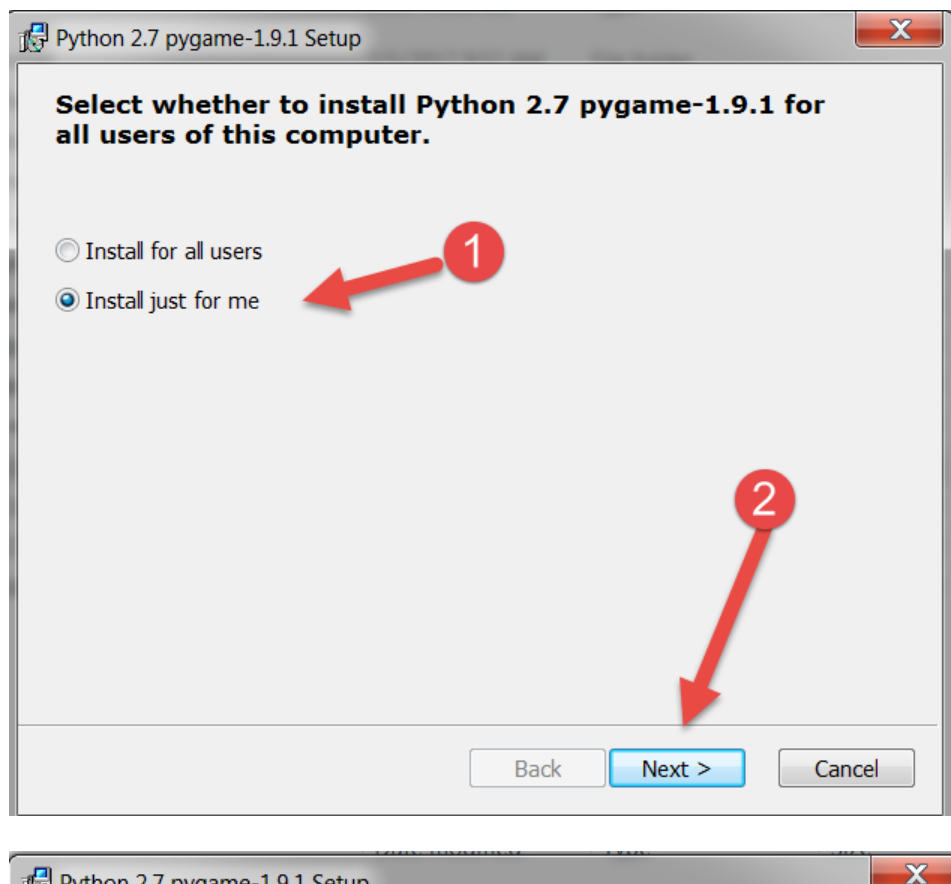
Install pygame,

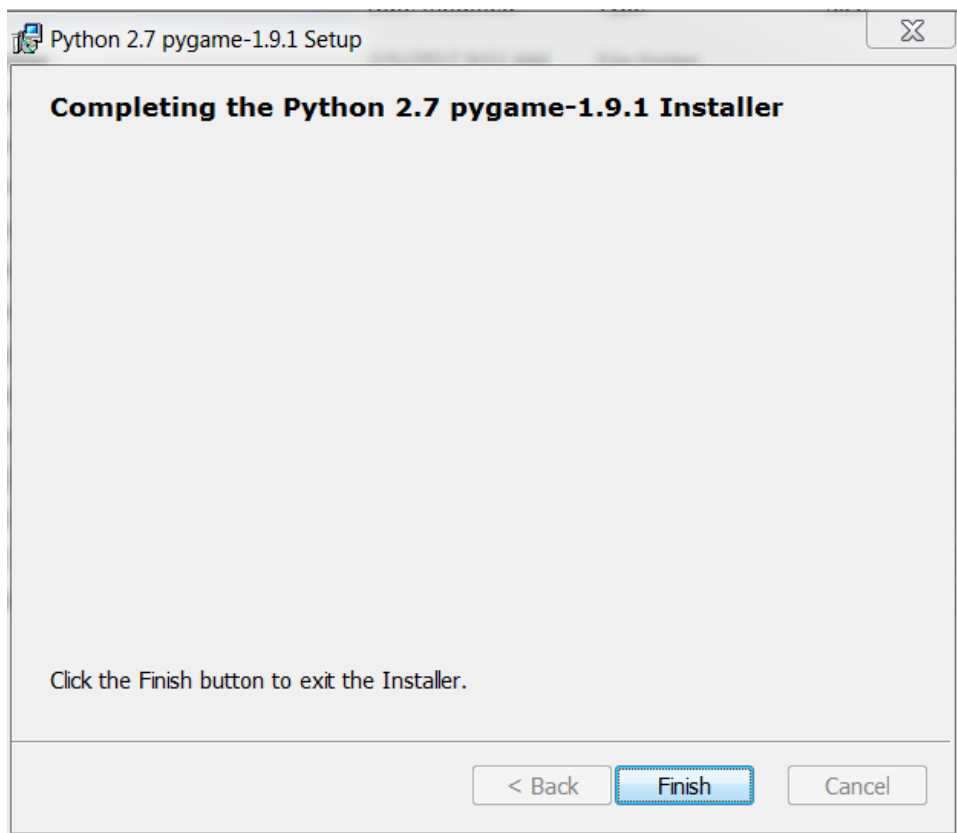
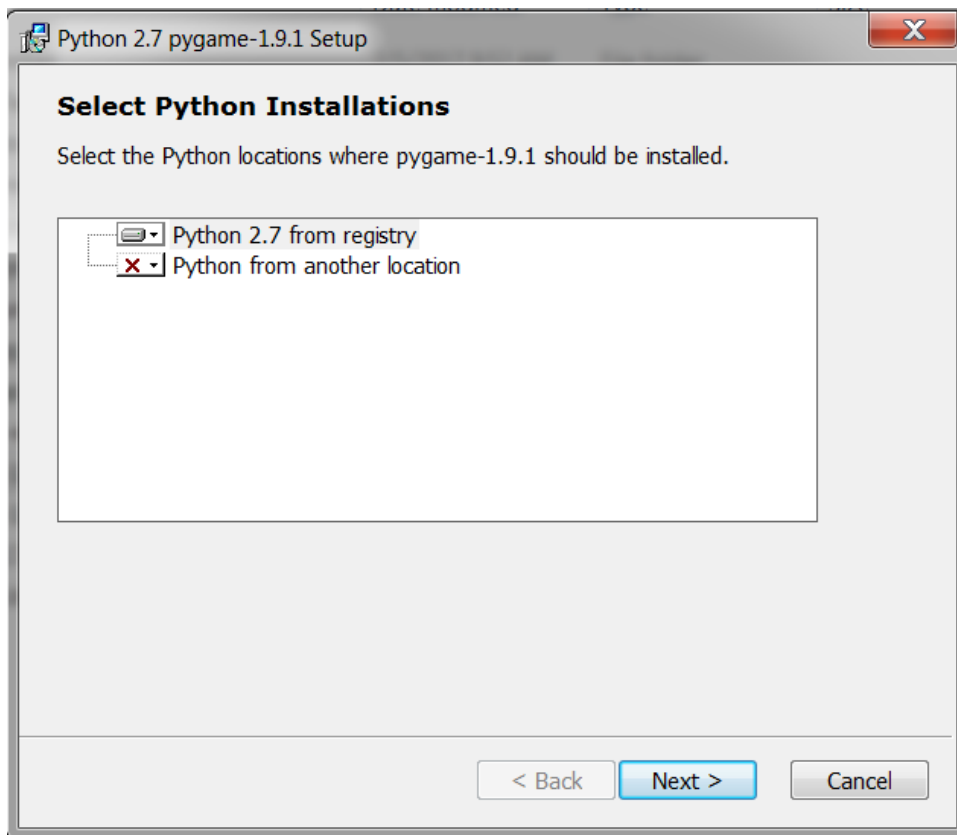
Chose install pygame to your python path

The pygame will install to

C:\Python27\include\pygame

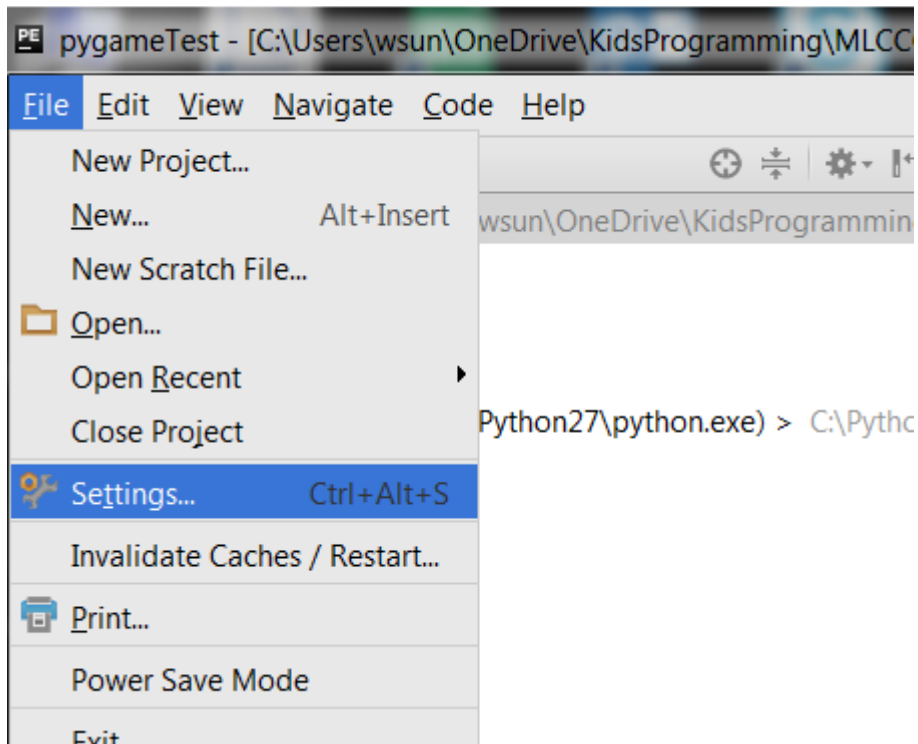
C:\Python27\Lib\site-packages\pygame



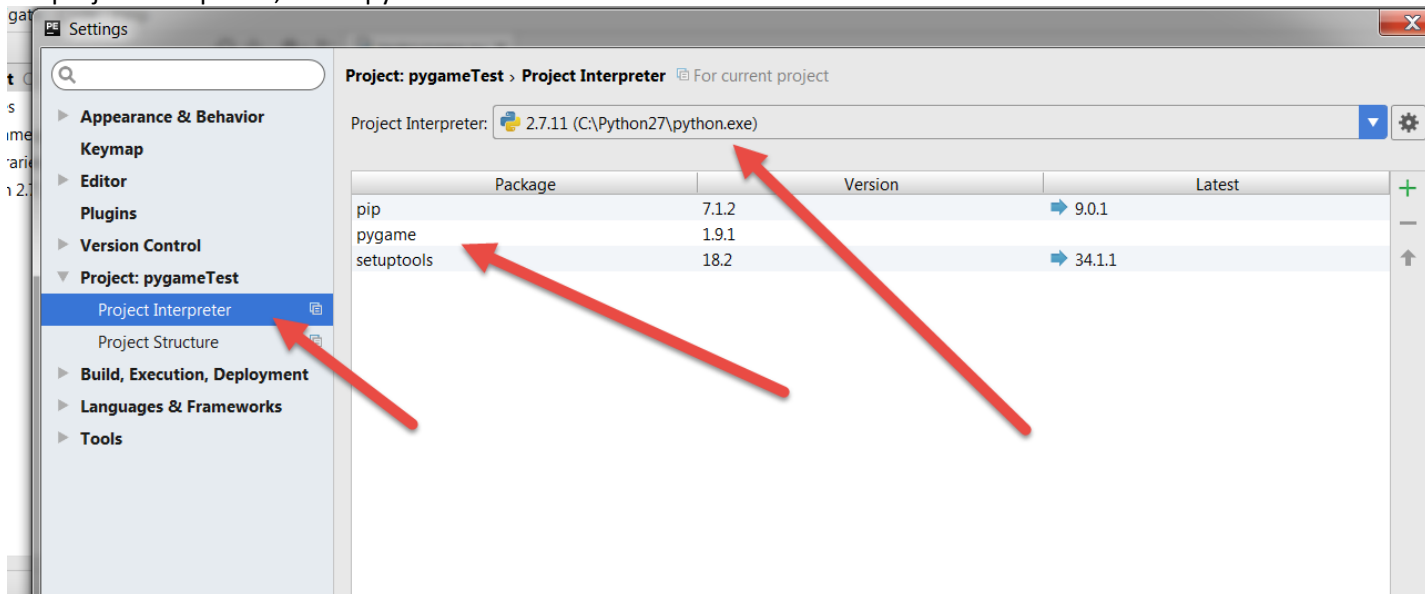


Create new project

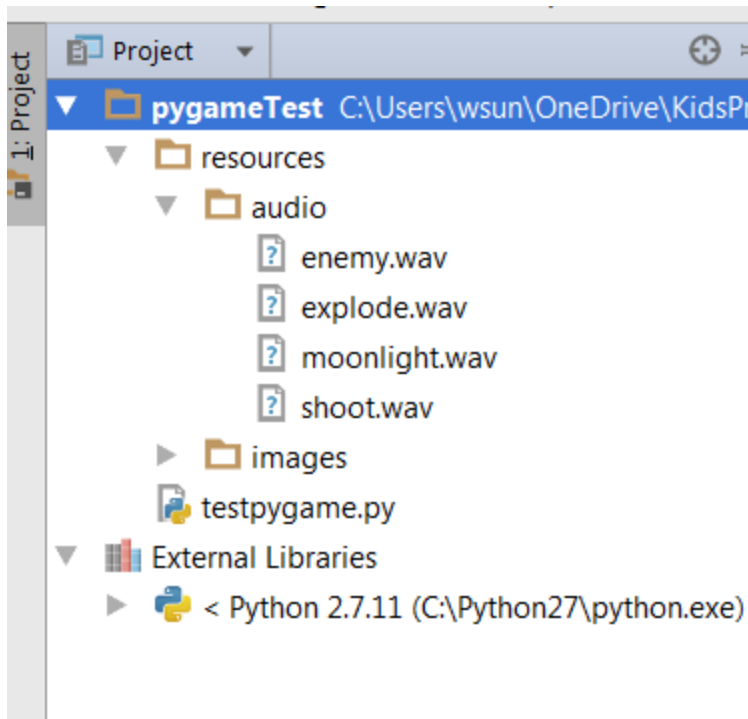
Change



Set project interpreter, chose python27



Add images and audio to resource folder



Run the test code:

```
#1-Importlibrary
importpygame
frompygame.localsimport*

#2-Initializethesame
pygame.init()
width,height=640,480
screen=pygame.display.set_mode((width,height))

#3-Loadimages
player=pygame.image.load("resources/images/dude.png")

#4-keeploopingthrough
while1:
    #5-clearthescreenbeforedrawingitagain
    screen.fill(0)
    #6-drawthescreenelements
    screen.blit(player,(100,100))
    #7-updatethescreen
    pygame.display.flip()
    #8-loopthroughtheevents
    For event in pygame.event.get():
        #checkiftheeventistheXbutton
        If event.type==pygame.QUIT:
            #ifitisquitthegame
            pygame.quit()
            exit(0)
```

