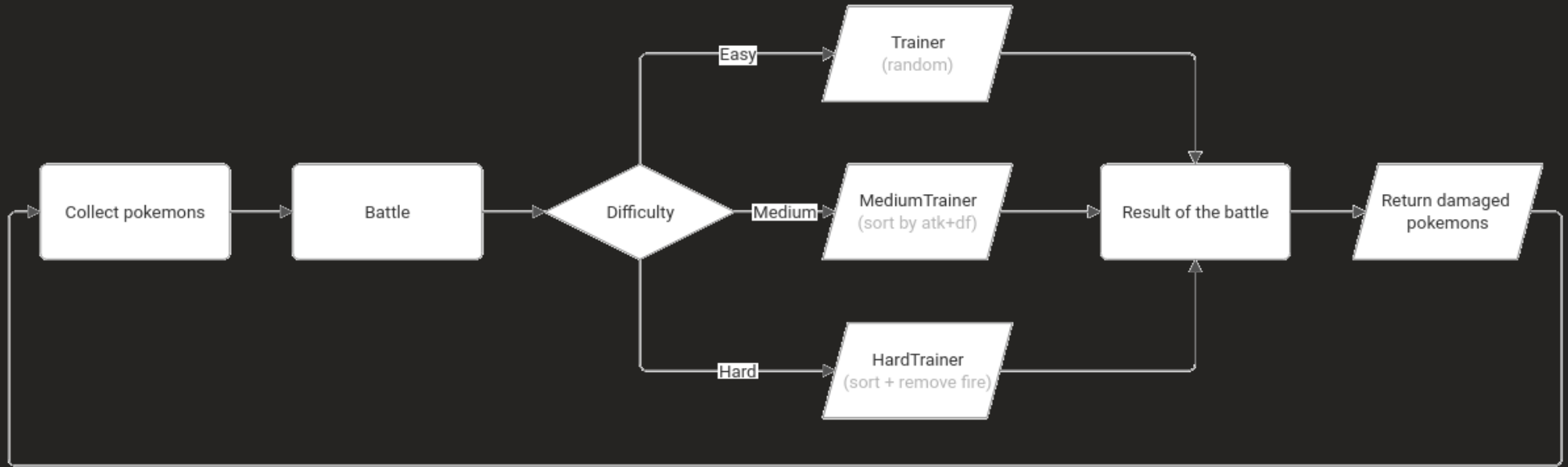




Pokemoneus!

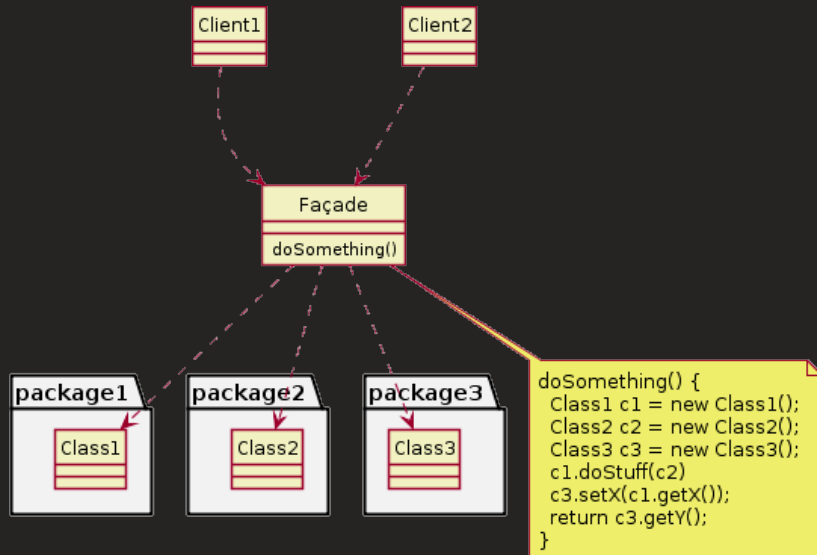
Gameplay



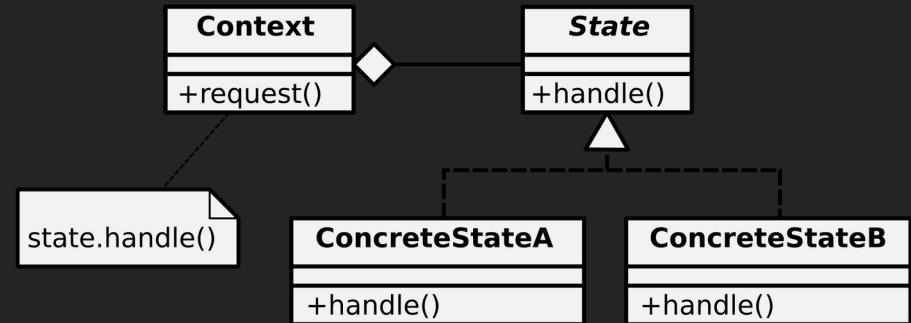
How does it work?

Design Patterns used

Facade



State



Result

```
import pygame
from game.config import FPS, SCREEN_HEIGHT, SCREEN_WIDTH
from game.controllers import GameManager, VisualManager

visuals = VisualManager((SCREEN_WIDTH, SCREEN_HEIGHT), "Pokemoneus!")
game = GameManager(visuals)

while game.running:
    game.handle_events()

    game.update()
    game.draw()

    visuals.update_screen()
    visuals.clock.tick(FPS)

pygame.quit()
```

```
class GameState(ABC):
    def __init__(self, game):
        self.game = game
        self.vm: controllers.VisualManager = game.vm

    def enter(self):
        pass

    @abstractmethod
    def handle_event(self, event: pygame.event.Event):
        pass

    @abstractmethod
    def update(self):
        pass
```

What I used



PYTHON



MARKDOWN



GITHUB

Thank you!

