Dokumentacja projektu PyGaming

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CONTENTS:

CHAPTER

ONE

KLASY!

class mySprites.**BrajanekSprite**

Bases: `Sprite`

The main character of the game inherits from the Sprite class

animate_running(*left_leg*, *right_leg*)

Animates the sprite by changing the image to the left leg and then to the right leg :param left_leg: name of the image of the left leg :param right_leg: name of the image of the right leg :return: None

change_image(*name*)

Changes the image of the sprite to the one specified by the name :param name: name of the image to be changed to :return: None

copy()

Creates a copy of the sprite :return: copy of the sprite

die()

Changes the image of the sprite to the dead one :return: None

move(*direction*)

Moves the sprite in the specified direction :param direction: direction in which the sprite is to be moved :return: None

update()

Updates the position of the sprite :return: None

class mySprites.**Bullet**(*brajanek*, *speed*, *direction*)

Bases: `Sprite`

The bullet of the game inherits from the Sprite class. Used to kill ferals, has a limited range.

kill() → None

Kills the sprite :return: None

class mySprites.**Bushfence**(*isHorizontal*)

Bases: `Sprite`

The obstacle of the game inherits from the Sprite class. The obstacle can be horizontal or vertical

check_collision(*brajanek*)

Checks if the obstacle collides with the sprite :param brajanek: sprite to check collision with :return: True if the obstacle collides with the sprite, False otherwise `get_direction`(*brajanek*)

Returns the direction in which the sprite is colliding with the obstacle :param brajanek: sprite to check collision with :return: direction in which the sprite is colliding with the obstacle

`set_location`(*x*, *y*)

Sets the location of the obstacle :param x: x coordinate of the obstacle :param y: y coordinate of the obstacle

`class mySprites.Cat`(*speed=0.5*, *spawn=(400, 0)*)

Bases: `Sprite`

The cat of the game inherits from the Sprite class. A feral cat that wants to kill brajanek

`change_direction`()

Changes the direction of the sprite :return: None

`change_image`(*name*)

Changes the image of the sprite to the one specified by the name :param name: name of the image to be changed to :return: None

`check_collision`(*brajanek*)

Checks if the obstacle collides with the sprite :param brajanek: sprite to check collision with :return: True if the obstacle collides with the sprite, False otherwise

`get_direction`(*brajanek*)

Returns the direction in which the sprite is colliding with the obstacle :param brajanek: sprite to check collision with :return: direction in which the sprite is colliding with the obstacle

`move`(*brajanek*)

Moves the sprite in the direction of the sprite :param brajanek: sprite to move towards :return: None

`set_location`(*x*, *y*)

Sets the location of the obstacle :param x: x coordinate of the obstacle :param y: y coordinate of the obstacle

`update`()

Updates the location of the sprite :return: None

`class mySprites.Coin`(*catX*, *catY*)

Bases: `Sprite`

The coin of the game inherits from the Sprite class. Used as a game end mechanic.

`class mySprites.CoinUI`(*x*, *y*)

Bases: `Sprite`

The second coin of the game inherits from the Sprite class. Used as a visual representation of coins collected.

`class mySprites.Heart`(*x*, *y*)

Bases: `Sprite`

The heart of the game inherits from the Sprite class. Used as a visual representation of lives left.

`class mySprites.Player`

Bases: `object`

`decrease_lives()`

Decreases the amount of lives the player has by 1 :return: Players new amount of lives

`get_lives()`

Returns the amount of lives the player has :return: returns how many lives the player has left

`get_score()`

Returns the score of the player :return: how many cats the player had neutralized :)

`increase_score`(*amount*)

Increases the score of the player by the given amount :param amount: set in main :) :return: the new score of the player

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PYTHON MODULE INDEX

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mySprites, ??