

Pygame

F18 Optional Lecture

Installing Pygame

- Use Austin's LOVELY module manager (and say thanks to him if you see him!)
- Where to find it?
 - Linked through the 112 website's TP page
 - <https://tinyurl.com/installmodules112>
- How to use it?
 - Put module manager in the same directory as your pygame file
 - Write the following lines on the top of your pygame file
 - `import module_manager`
 - `module_manager.review()`
 - `import pygame`
 - Run your pygame file and follow the instructions!

Let's get started! Why Pygame?

- Pygame is super elegant!
 - Works well with images
 - Uses objects called sprites to give you really easy control over different features of your game
- Certain built-ins that aren't available in tkinter
 - Can track your mouse
 - In Tkinter, we had `mousePressed()`
 - In Pygame we can access mouse up and mouse down. We can also track mouse motion without the mouse being pressed!
 - Use `pygame mixer` to add audio!
- Faster than tkinter

Getting into the details!

Credits to Lukas Peraza:

<http://blog.lukasperaza.com/getting-started-with-pygame/>

Using Pygame in your TP

Your mentor will have you make a tech demo and walk them through a few details about Pygame. Basic instructions here:

<https://tinyurl.com/pygametechdemo>

(Instructions subject to change based on individual project proposals. Your mentor will let you know about any additional modifications you need to make!)