

# MAKING GAMES WITH PYTHON & PYGAME

Kathryn Paola

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Once you have an understanding of the basics of Python programming, you can now expand your abilities using the Pygame library to make games with.

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### **Making Games with Python & Pygame by Al Sweigart**

Making Games with Python & Pygame is a programming book that covers the Pygame game library for the Python programming language. Each chapter gives .

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Take it one piece at a time, and really absorb the language. Keeping a Running Total 4.

ClearingtheScreen5.Ultimately,thechoiceisyours. So let's add the win and lose condition as well as the win or lose screen. This code checks if the mouse was clicked and if it was, it gets the mouse position and calculates the arrow rotation based on the rotated player position and the cursor position. Want to Read saving...

Theaccuracyvariableisessentiallyalistofthenumberofshotsfiredandth  
Sprite Sheets The keys array keeps track of the keys being pressed in the following order: