

## PyGame

- [PyGame documentation](http://www.pygame.org/docs) (<http://www.pygame.org/docs>)

- can set the window size by:

```
import pygame
pygame.init ()
screen = pygame.display.set_mode([width, height])
...
```

- notice the parameter is a list (or tuple) of two components (x, y)

## PyGame

- you can put this into full screen mode via:

```
from pygame.locals import *
screen = pygame.display.set_mode([width, height], FULLSCR
...
```

- you can toggle this in game via:

```
pygame.display.toggle_fullscreen()
```

## Defining colours

- colours can be defined using rgb triples

```
black = (0, 0, 0)
white = (255, 255, 255)
brightred = (255, 0, 0)
brightgreen = (0, 255, 0)
brightblue = (0, 0, 255)
```

- it is worth spending a little time adjusting the colours to match your aesthetic aspirations

## Defining colours

```
wood_light = (166, 124, 54)
wood_dark = (76, 47, 0)
blue = (0, 100, 255)

dark_red = (166, 25, 50)
dark_green = (25, 100, 50)
dark_blue = (25, 50, 150)
```

## Drawing objects: circle

```
#!/usr/bin/python
import pygame, sys
from pygame.locals import *

dark_blue = (25, 50, 150)
black = (0, 0, 0)

height = 300
width = 400
```

## Drawing objects: circle

```
pygame.init()
screen = pygame.display.set_mode([width, height])
pygame.draw.circle(screen, dark_blue, (50, 90), 30, 0)
pygame.display.flip()

while True:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            sys.exit(0)
        if event.type == KEYDOWN:
            if event.key == K_ESCAPE:
                sys.exit(0)
```

## Notes for the circle example

- the parameters for `circle` are as follows:
  - `screen` the surface on which to draw the circle
  - `dark_blue` colour of the circle
  - `(50, 90)` x, y coordinate, although remember 0, 0 is top left
  - 30 the radius of the circle
  - 0 thickness of the circle, 0 means fill it completely
- please refer to the [PyGame documentation](http://www.pygame.org/docs/ref/draw.html) (<http://www.pygame.org/docs/ref/draw.html>) for more examples and details

## Keyboard input

- in the last example the code at the end introduced minimal keyboard handling

```
while True:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            sys.exit(0)
        if event.type == KEYDOWN:
            if event.key == K_ESCAPE:
                sys.exit(0)
```

## Keyboard input

- can test key goes down or up and which key etc
- the function `pygame.event.get()` will return a list of all pending events seen by pygame
- modify the code to print out the event
- what happens if you click the mouse button?

## Drawing objects: rectangle

```
#!/usr/bin/python
import pygame, sys
from pygame.locals import *

dark_blue = (25, 50, 150)
black = (0, 0, 0)

height = 300
width = 400
```

## Drawing objects: rectangle

```
pygame.init ()
screen = pygame.display.set_mode([width, height])
pygame.draw.rect (screen, dark_blue, (50, 50, 60, 60), 0)
pygame.display.flip()

while True:
    for event in pygame.event.get ():
        if event.type == pygame.QUIT:
            sys.exit(0)
        if event.type == KEYDOWN:
            if event.key == K_ESCAPE:
                sys.exit (0)
```

## Drawing objects: rectangle

- the line
- `pygame.draw.rect (screen, dark_blue, (50, 50, 60, 60), 0)`
- means:
  - call the `rect` method and draw on screen a rectangle of colour `dark_blue`
  - which has a top left corner of `50, 50`
  - and a bottom right corner of `60, 60`
  - this rectangle will be completely filled (border size of 0)

## Drawing objects: rectangle

- notice that in both the circle and rectangle examples nothing is displayed until you flip the buffer

- `pygame.display.flip()`

- using a common technique of double buffering
  - your application draws everything off screen and then it is flipped onto the screen, giving the illusion everything is drawn at once

## Drawing objects: polygon

```
#!/usr/bin/python
import pygame, sys
from pygame.locals import *

dark_blue = (25, 50, 150)
black = (0, 0, 0)

height = 300
width = 400
```

## Drawing objects: polygon

```
pygame.init ()
screen = pygame.display.set_mode([width, height])
pygame.draw.polygon (screen, dark_blue, [[50, 50], [100, 100], [50, 100]], 0)
pygame.display.flip()

while True:
    for event in pygame.event.get ():
        if event.type == pygame.QUIT:
            sys.exit(0)
        if event.type == KEYDOWN:
            if event.key == K_ESCAPE:
                sys.exit (0)
```

## Drawing objects: polygon

- the line

```
pygame.draw.polygon (screen, dark_blue, [[50, 50], [100, 100], [50, 100]], 0)
```

- means:

- call the polygon method and draw on screen a polygon of colour `dark_blue`
- which has a top left corner of `50, 50`
- a corner at `100, 100`
- and a final corner at `50, 100`
- this polygon will be completely filled (border size of 0)

## Drawing objects: polygon

- the list of corners is often called a list of vertices as it also describes the lines (vertices of the polygon)

## Tutorial

- write a pygame program to place a circle at any mouse position on the screen
  - left click will drop a circle at the current mouse position