



Instant Pygame for Python Game Development How-to

Ivan Idris

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In Detail

Pygame is a library created to make multimedia software documenting easy to design. It adds functionality on top of the excellent SDL library. This allows you to create fully featured games and multimedia programs in the Python language. Pygame comes with functions and tools that will help you create a great user experience.

"Instant Pygame for Python Game Development How-to" is written in a concise and result-oriented format. Leading you through practical recipes, you'll find that this essential reference guide helps you to create visually appealing and thrilling games with a few clicks.

This book starts with the basic instructions to install Pygame on different servers. It then goes into creating a sample game and explaining the features of drawing, animating, using fonts and Matplotlib with Pygame. The book then takes you through recipes to get access to some great sound and graphic effects. Giving you the steps to allow you to configure these games on Android and other networks, it ends with a walkthrough of the features of Sprites, OpenGL, and Simulation.

Approach

Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks .This book is a step-by-step, short and fast paced tutorial packed with powerful recipes that will teach you how to create exciting games.

Who this book is for

This book is aimed at Python Game Developers who want to create games with Pygame quickly and easily and get familiar with important aspects of it. Experience with Python is assumed. Basic Game development experience would help but isn't necessary.

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