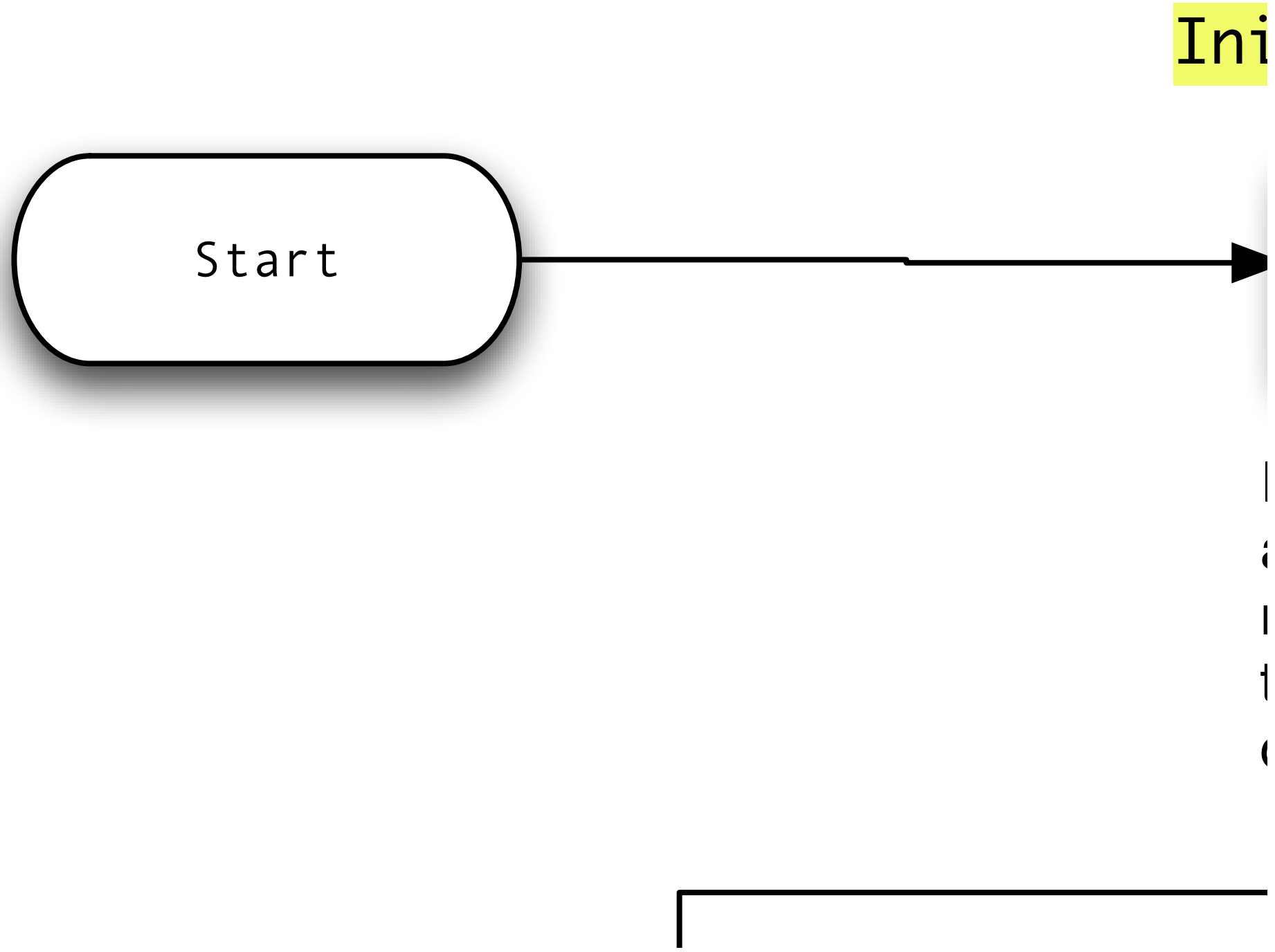
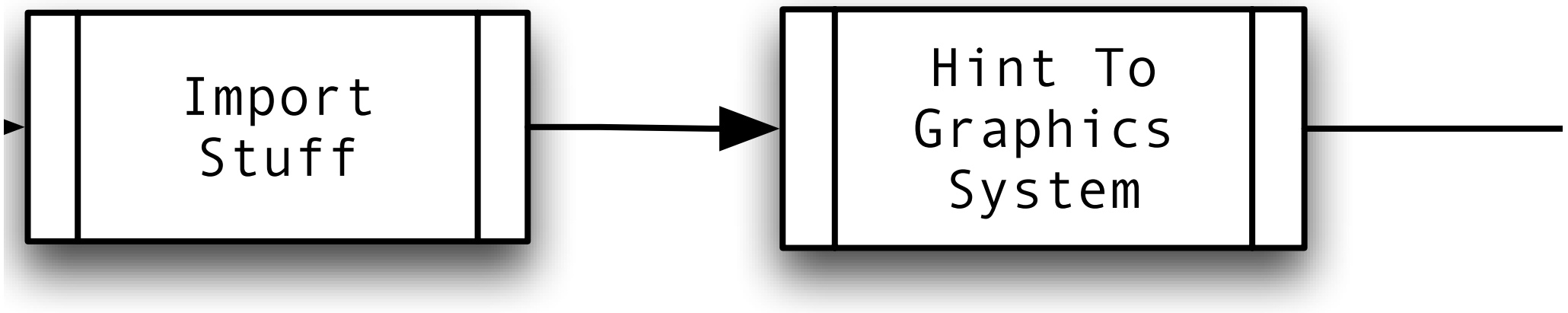
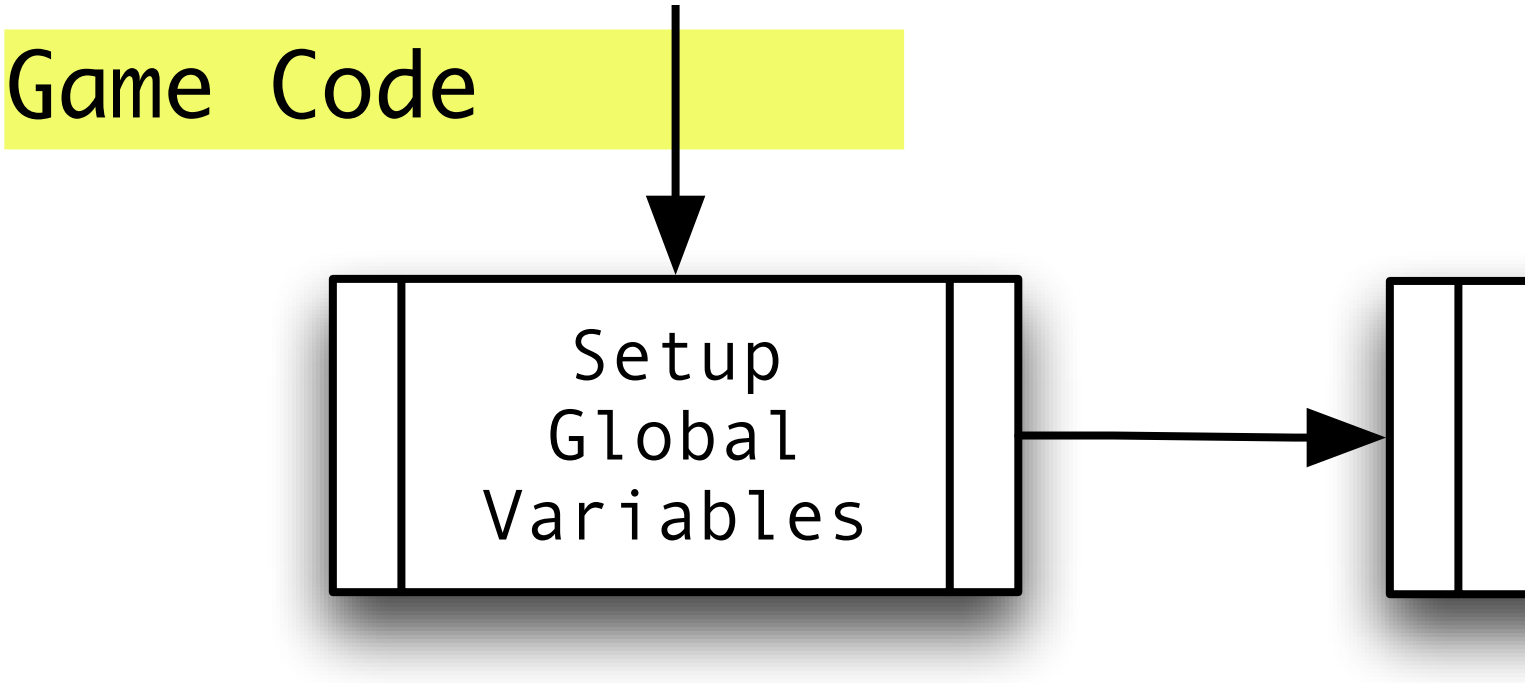

Ini
Start

.tialization



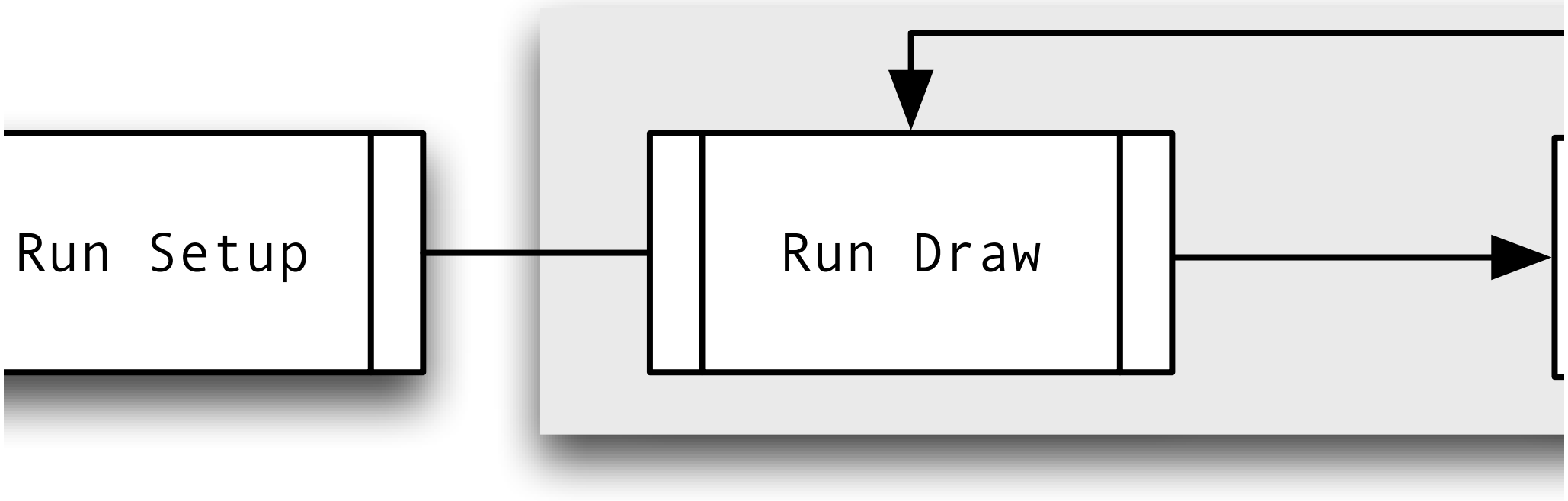
Import pyprocessing and other stuff like random. Python has tons of modules you can use.

We have to tell the graphics system how to deal with old video cards.



Create any variables that you will need to use across draw and input functions.

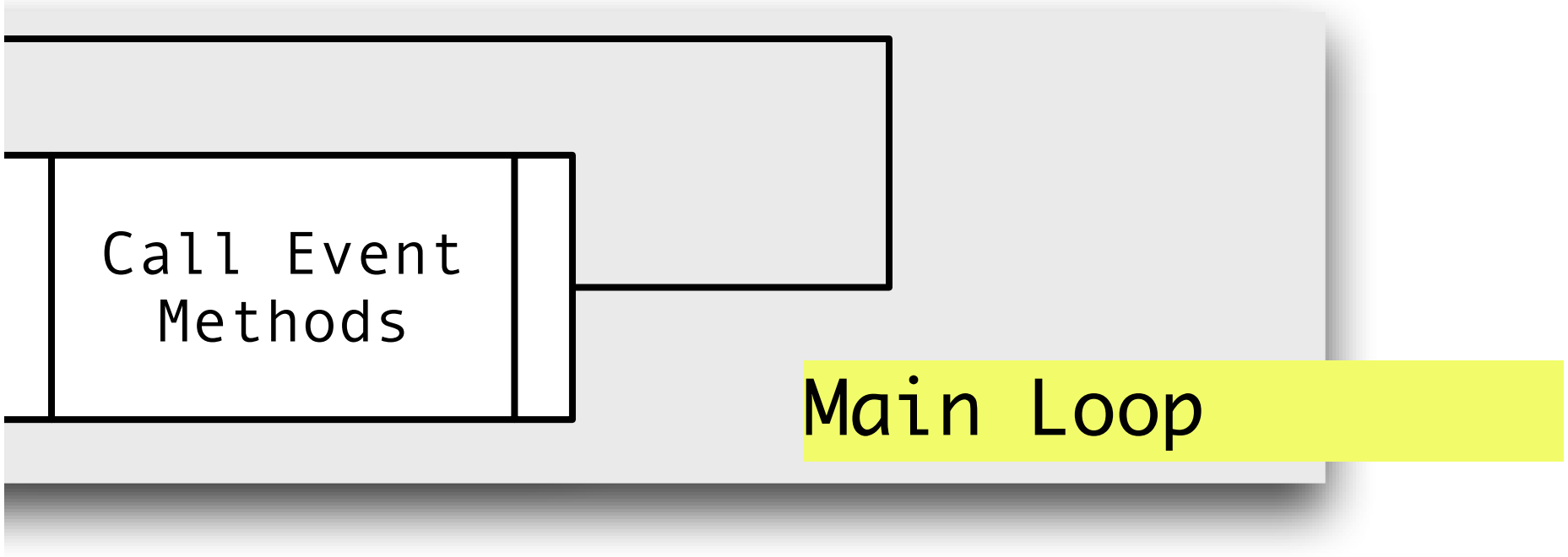
C r e
winc
size



eate a new dow by calling .

The main loop of your game. All drawing must be done in here. You can use it to call all sorts of other code repeatedly. Kind of like a while loop in

In d fr a ir f m k

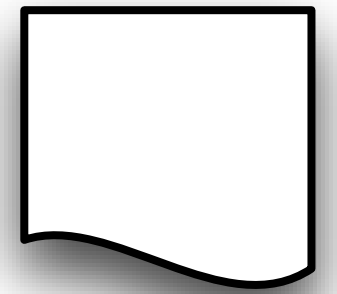


n between calls to
raw any events
om the keyboard
nd mouse will call
nto their various
unctions like
nouseClicked or
eyTyped. Put your

PyProcessing
Game Programming

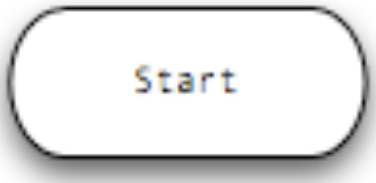
PyProcessing is a powerful graphics system
Processing (processing.org). Powered by Python ar
to simple - yet capable for many games, applic
animations. Very similar to building things in Java
languages - but with the clarity of Python.

that it runs over and over.



based on
ıd designed
:ations and
ı and other

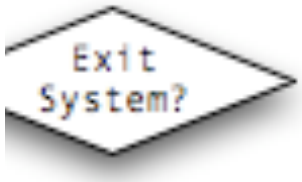
Legend



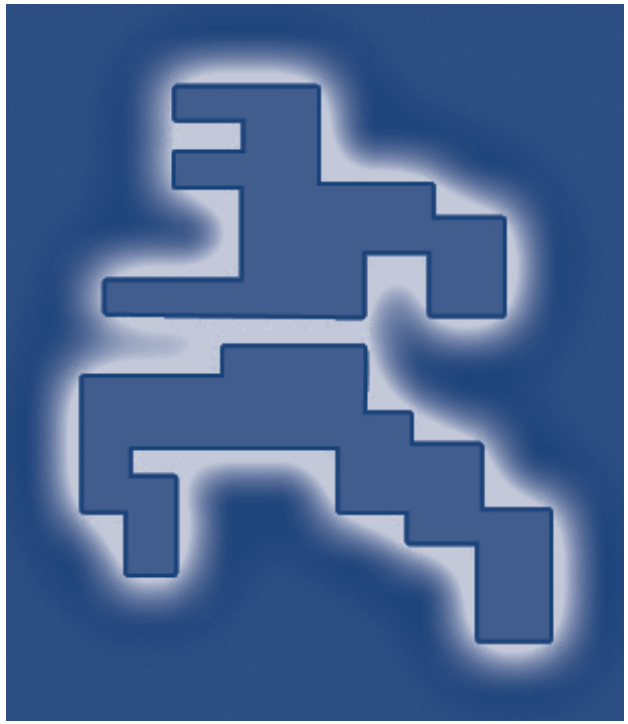
Terminator

Section or Function

ode that responds
) the interface here.



)ecision



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