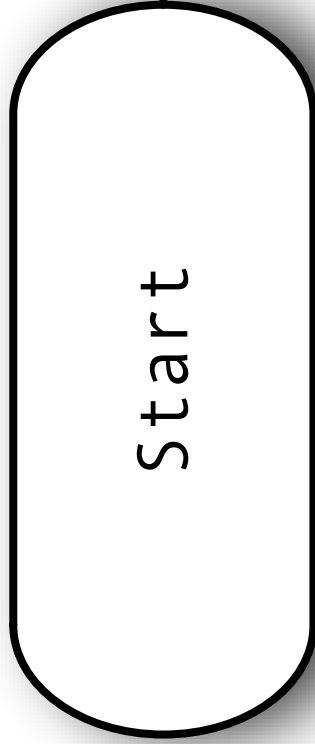


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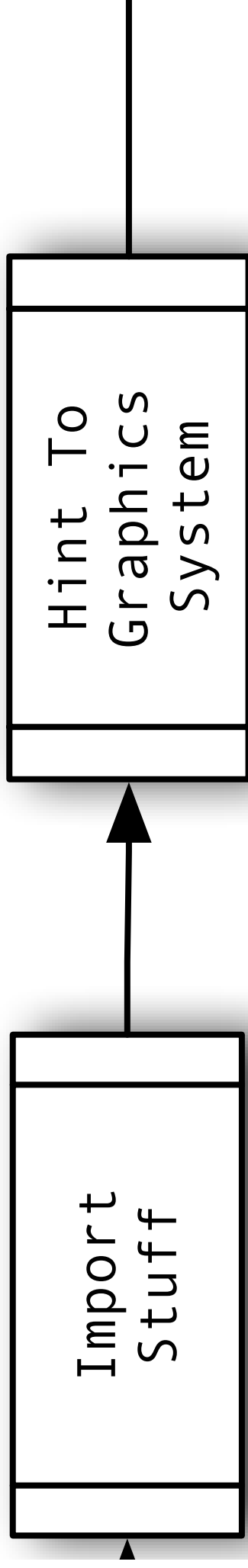
Start



l
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.tialization

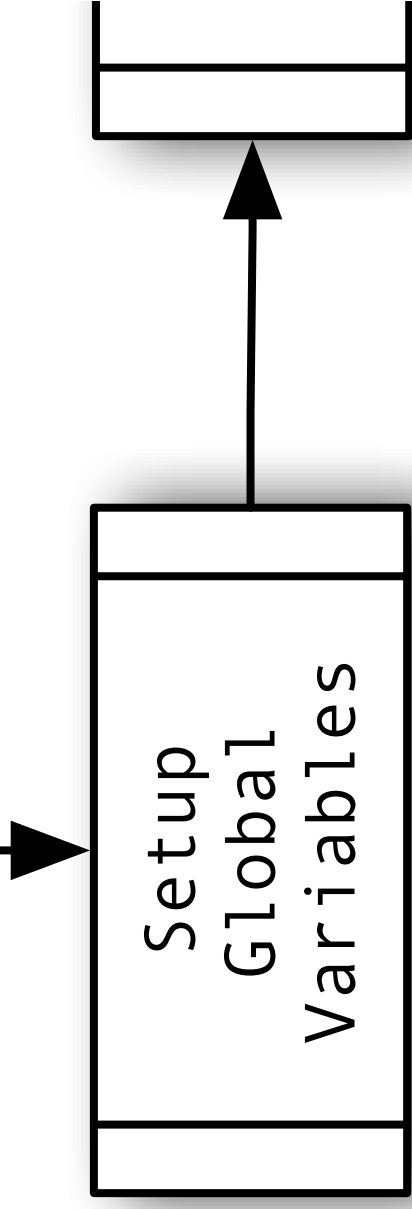


Import pyprocessing and other stuff like random. Python has tons of modules you can use.

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

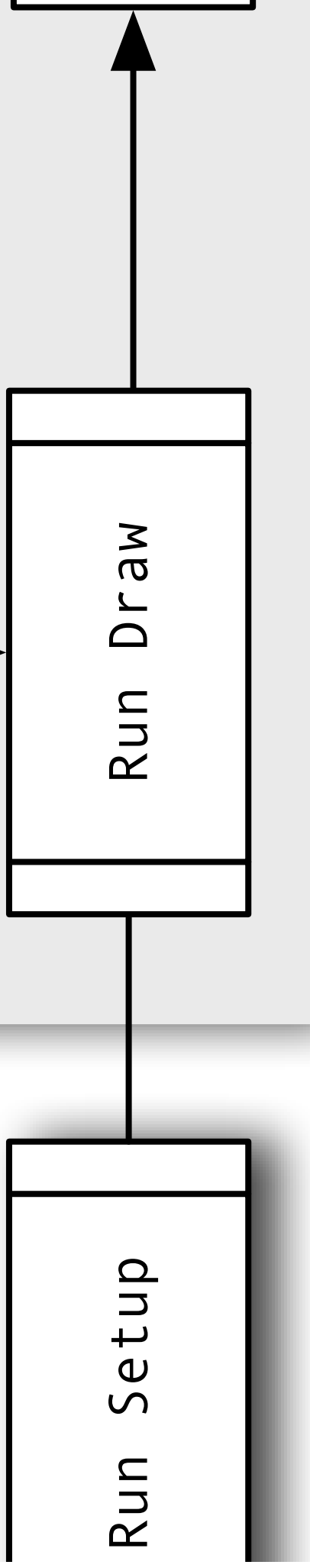


Game Code



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

Create
win
size



create a new
flow 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

l r d f r a i r f n k

The diagram shows a light gray rectangular area representing a 'Main Loop'. Inside this area, there is a white rectangular box with a black border. The box is divided into two sections: a smaller top section containing the text 'Call Event' and a larger bottom section containing the text 'Methods'. A line extends from the top-right corner of the 'Call Event' section, goes up, then right, then down, and finally left, ending at the top-left corner of the 'Methods' section, forming a loop.

Call Event
Methods

Main Loop

between calls to
raw any events
from the keyboard
and mouse will call
into their various
functions like
mouseClicked or
keyTyped. Put your

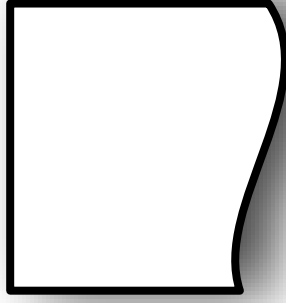
PyProcessing

Game Programming

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

that it runs over and over.

c
tc



based on
and designed
ations and
and other

Legend



Terminator



Section or
Function

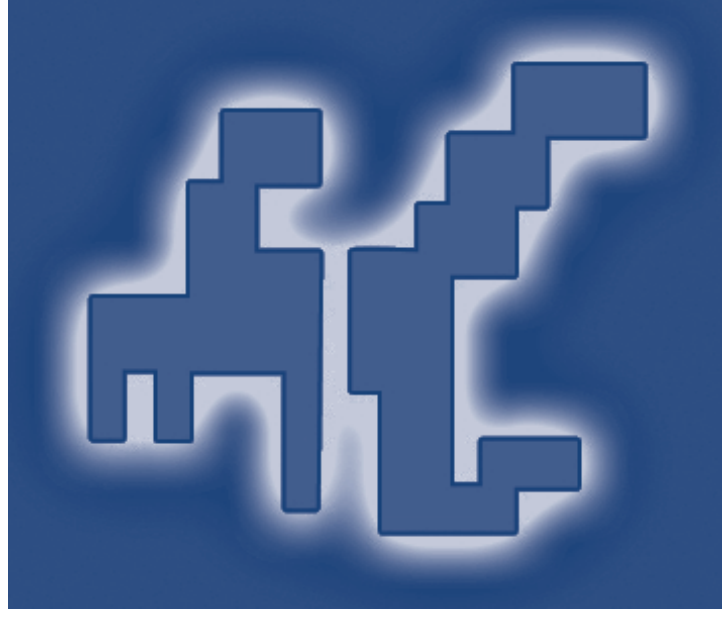


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ode that responds
to the interface here.



Decision



mr.cordiner.com