

Instant Pygame for Python Game Development How-to



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Reviews

*It in a single of my personal favorite pdf. It really is written in basic words instead of hard to understand. Your daily life period will be transform as soon as you complete looking over this pdf.
(Vena Sauer DDS)*

INSTANT PYGAME FOR PYTHON GAME DEVELOPMENT HOW-TO



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Packt Publishing. Paperback. Condition: New. 76 pages. Dimensions: 9.2in. x 7.5in. x 0.2in. Create engaging and fun games with Pygame, Python's Game development library Overview Learn something new in an Instant! A short, fast, focused guide delivering immediate results. Quickly develop interactive games by utilizing features that give you a great user experience Create your own games with realistic examples and easy to follow instructions Learn about the game development process, from installing simple games to more complicated multiplayer games, ensuring compatibility with mobile devices 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. What you will learn from this book Install and prepare the basic setup to get started with the technology on various operating systems including Linux, Mac OS X, and Windows. Learn how you can develop real-time multiplayer games and integrate...



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