Mindluster Platform

About the course Python pygame Module

The pygame library is an open-source module for the Python programming language specifically intended to help you make games and other multimedia applications. Built on top of the highly portable SDL (Simple DirectMedia Layer) development library, pygame can run across many platforms and operating systems .

Programming Category's Courses

Course Lesson(21)

Lesson 1 : **Python pygame 00 Installing pygame**

Lesson 2 : **Python pygame 01 Basic Window**

Lesson 3 : **Python pygame 02 Window Functions**

Lesson 4 : **Python pygame 03 Changing the Color**

Lesson 5 : **Python pygame 04 Slowing It Down**

Lesson 6 : **Python pygame 05 Sprites**

Lesson 7 : **Python pygame 06 Loading Images**

Lesson 8 : **Python pygame 07 Adding Sound**

Lesson 9 : **Python pygame 08 Event Handling**

Lesson 10 : **Python pygame 09 Mouse Movement**

Lesson 11 : **Python pygame 10 Rendering Text**

Lesson 12 : **Python pygame 11 Rectangular Collision Detection**

Lesson 13 : **Python pygame 12 Platforming Rectangular Collision Resolution**

Lesson 14 : **Python pygame 13 Platformer Gravity**

Lesson 15 : **Python pygame 14 Collision with Mouse Movement**

Lesson 16 : **Python pygame 15 Organizing Our Code**

Lesson 17 : **Python pygame 16 Cleaning and Player Start**

Lesson 18 : **Python pygame 17 Scrolling Platformer**

Lesson 19 : **Python pygame 18 The draw Module**

Lesson 20 : **Python pygame 19 First World Editor**

Lesson 21 : **Python pygame 20 Normalizing our Platforms**

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for Business Contact
business@mindluster.com