Program Arcade Games: With Python and Pygame

Paul Craven

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Learn and use Python
and PyGame to design and build cool arcade games. In Program Arcade Games: With Python and PyGame,
Second Edition,
Dr. Paul Vincent Craven teaches you how to create fun and simple quiz games;
integrate and start using graphics; animate graphics; integrate and use game
controllers; add sound and bit-mapped graphics; and build grid-based games.

After reading and
using this book, you'll be able to learn to program and build simple arcade
game applications using one of today's most popular programming languages,
Python. You can even deploy onto Steam and other Linux-based game systems as
well as Android, one of today's most popular mobile and tablet platforms.

You'll learn:

How to create
quiz games
How to integrate
and start using graphics
How to animate
graphics
How to integrate
and use game controllers
How to add sound
and bit-mapped graphics
How to build
grid-based games

Audience<
This book assumes no prior programming knowledge.

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