Pygame 2 Day 7 6/14/22

Pygame yesterday

Game loop

```
while True:
    # check event
      quit -> press box -> exit

    # Draw stuff (adding to display)
      pygame.draw.line( (10,100 ... ) , , )

    # update display
    # clock tick (to slow down) optional
    #   x += 1
    #   y += 2      } Δ vars
    MOVEMENT
```

10,100
x, y

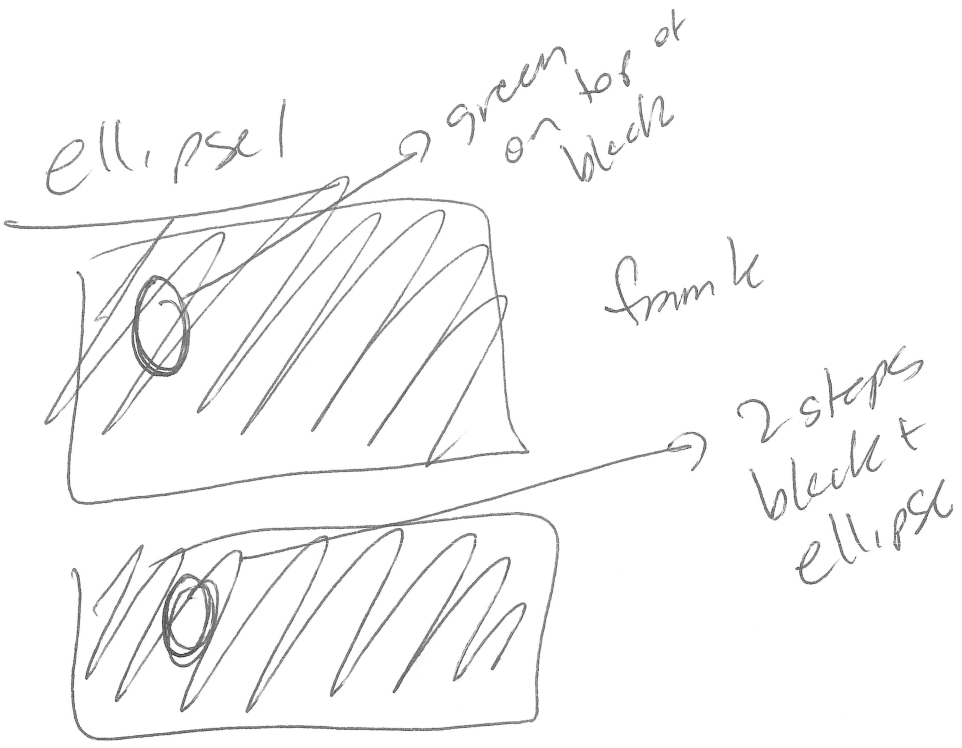
fixed

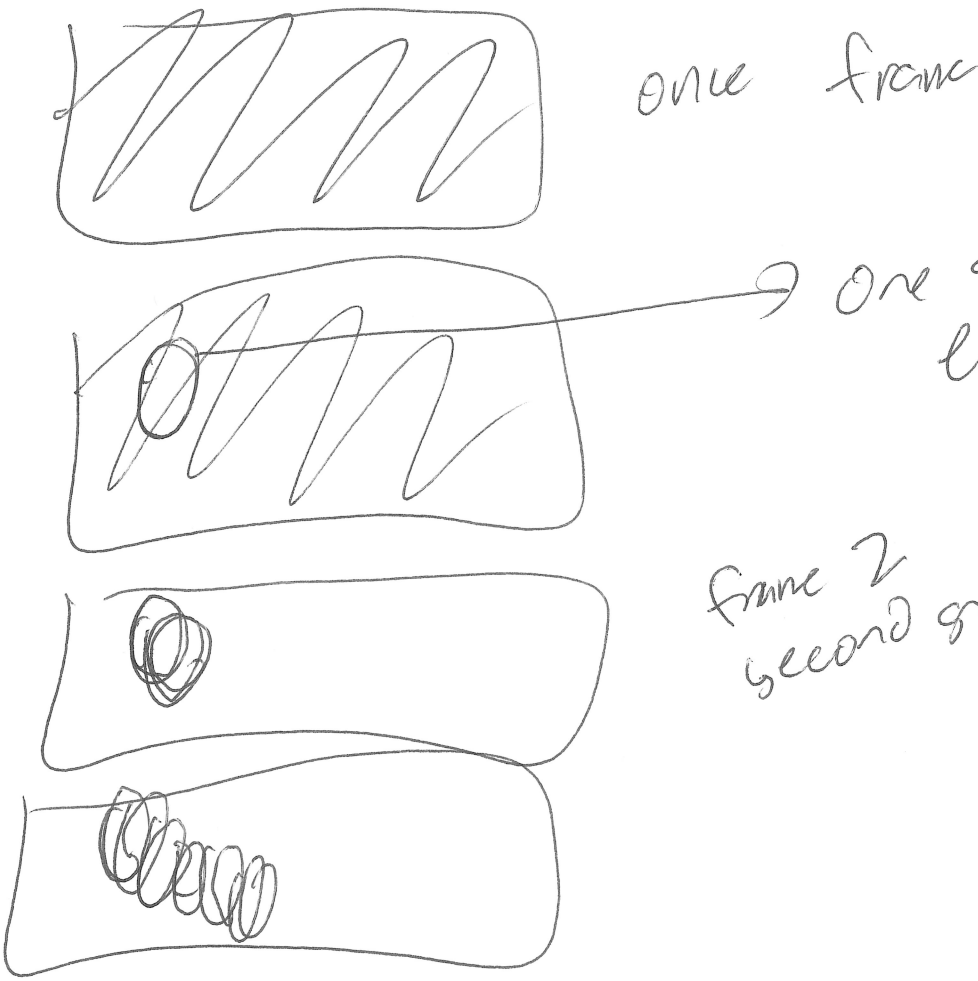
Make this stuff based on variables

dx → change in x
dy → change in y

} btw frames

```
frame = 0
start = time.time()
while True:
    if frame % 10 == 0:
        |
    frame += 1
    newTime = time.time()
    if newTime - start > 30:
        | 30 sec into game
```


ellipse1
green on top of black
frame 1
2 steps black + ellipse


once frame 1
one green ellipse
frame 2
second green ellipse