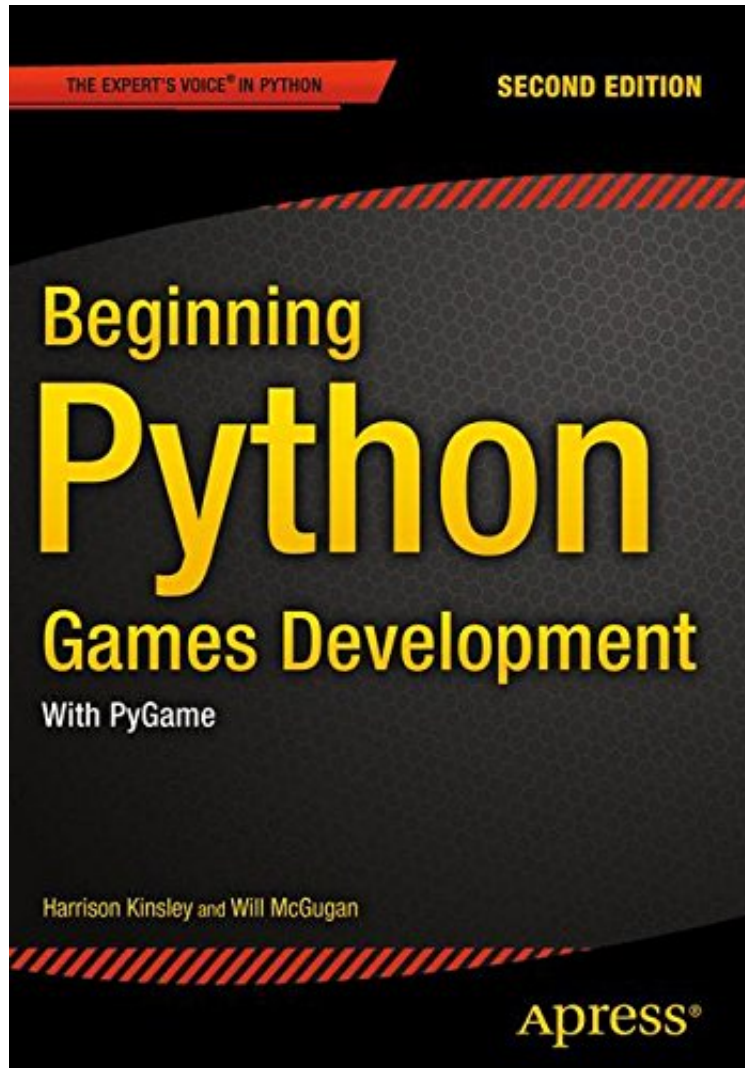


[FREE] Beginning Python Games Development, Second Edition: With PyGame

# Beginning Python Games Development, Second Edition: With PyGame

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#1106901 in Books Will McGugan Harrison Kinsley 2015-06-21 2015-06-24 Original language: English PDF # 1 10.00 x .70 x 7.00l, .0 #File Name: 1484209710308 pages Beginning Python Games Development Second Edition With Pygame | File size: 69.Mb

**Will McGugan, Harrison Kinsley : Beginning Python Games Development, Second Edition: With PyGame** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Beginning Python Games Development, Second Edition: With PyGame:

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because for instance where it gets to the part where the guy wants me to import vector 3 or what ever and I cant figure out where to get it.

Beginning Python Games Development, Second Edition teaches you how to create compelling games using Python and the PyGame games development library. It will teach you how to create visuals, do event handling, create 3D games, add media elements, and integrate OpenGL into your Python game. In this update to the first ever book to cover the popular open source PyGame games development library, you'll stand to gain valuable technical insights and follow along with the creation of a real-world, freely downloadable video game. Written by industry veterans and Python experts Will McGugan and Harrison Kinsley, this is a comprehensive, practical introduction to games development in Python. You can also capitalize upon numerous tips and tricks the authors have accumulated over their careers creating games for some of the world's largest game developers.

About the Author Will McGugan is a software developer living and working in northwest England. He has worked in video games and computer graphics since the early days of 3D and has created several shareware games in his spare time. Will works for Evolution Studios, one of the world's leading games development studios. He also has extensive experience in application development, having worked in the field of user interface creation and video conferencing. His current interests include application and web development in Python. Outside of work, Will enjoys juggling and cycling, although not at the same time. For more information on Will's current work and various musings, visit his blog at [WillMcGugan.com](http://WillMcGugan.com).