

PIXEL CHEAT SHEET

All 10 parts + the exact code you type

1 IMPORTS

Grab your toolbox

```
import pygame
import random
```

2 SETUP SCREEN

Open the game window

```
screen = pygame.display.
    set_mode((800,600))
```

3 COLOURS

Mix your paint

```
RED = (255, 0, 0)
GREEN = (0, 255, 0)
```

4 PLAYER

Build the spaceship

```
player = pygame.Rect(
    370, 520, 60, 40)
```

5 BULLETS

Empty bullet box

```
bullets = []
bullet_speed = 10
```

6 ENEMIES

Spawn 5 aliens

```
for i in range(5):
    enemies.append(...)
```

7 SCORE & FONT

Keep score

```
score = 0
lives = 3
```

8 GAME STATES

Three modes

```
game_state = "start"
```

9 HELPERS

Tiny tool functions

```
def reset_game():
    ...
```

10 GAME LOOP

The heartbeat

```
while running:
    clock.tick(60)
```