

Milestone #3
CpSc 481/681: Skills for Visual Computing
School of Computing
Clemson University
**Creating an Animation with
Python and Pygame**
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The purpose of this milestone is to help you to become more familiar with unix, the Python language, and using Pygame to create an animation. Also, you must use a tool(s) to create the sprites and background that you will use in your animation.

Your assignment is to use python and pygame to animate at least one sprite on a background. You may use the animation code on the course web page as a starting point for your animation. Also, you will probably find the documentation for Pygame to be very helpful:

<http://www.cs.clemson.edu/~malloy/courses/dpa1-2009/examples/>
<http://www.pygame.org/docs/>

You should use the unix platform to create your sprites and to write your pygame animation. You must get **several sprites** running around on your background. They can scroll around the background or they can bounce. Please place your python code in the root directory of your submission, and place the sprites that you create in a subdirectory.

Your assignment must be submitted, using the handin command, by 8 AM on Friday, October 16th, 2009. Please compress the directory that contains your python program and media and include a readme that contains your name, the course number, and an explanation of the submissions and the filenames. The syntax of the *zip* and *tar* commands is:

```
zip -r <dir>.zip <dir>
tar -zcvf <dir>.tar.gz <dir>
```

And the syntax for the handin command is:

```
handin.481.1 3 <compressed directory name>
```

Where handin.481.1 means that you are using the handin command for CpSc 481, Section 1. The 3 means that this is the third milestone and <compressed directory name> is the name of the directory that you compressed using either zip or tar.