

Python Game Design Quick Guide

Starting Pygame:

```
import pygame
pygame.init()
screen = pygame.display.set_mode((WIDTH, HEIGHT)) #sets screen size
pygame.display.set_caption("Title") #sets game title
clock = pygame.time.Clock() #adds clock
```

Data Types:

Integer: 1
Float: 1.1
Boolean : True/False
String: 'abc123'
List: [value1, value 2, value3]

Numeric Operators:

Addition: +
Subtraction: -
Division: /
Multiplication: *

Comparison Operators

Less than: <
Less than or equal to: <=
Equal: ==
Does not equal: !=
Greater than: >
Greater than or equal to: >=

User Input:

```
name = raw_input("What's your name?")
```

Colors:

(r, g, b)