Pygame Zero Cheat Sheet

Pygame Basics	
Importing	`from pgzrun import *`
Run the game	`pgzero.run()`
Set height of screen to 100	`HEIGHT = 100`
Set width of screen to 100	`WIDTH = 100`
Put Image 'image' on screen with top left corner of the screen at coordinates (0,0)	`screen.blit('image', (0,0))`
Add a background color to screen	`screen.fill(RGBcolor)`
Clear the screen	`screen.clear()`

Graphics	
Create graphic with a picture file named 'My Image'	`actor = Actor(My Image')`
Change image of actor to 'new image'	`actor.image = 'new image'`
Set x position of actor to 10	`actor.x = 10`
Set y position of actor to 10	`actor.y = 10`
Shortcut to set x and y positions of actor	`actor.pos = 10, 10`
Display graphic on screen	`actor.draw()`
Display text on the screen	`screen.draw.text('Hi!', (0,0))`
Clear the screen	`screen.clear()`

Clock	
Make your program wait for 2 seconds	`import time` `time.sleep(2)`

Events

Do something if mouse is clicked	`def on_mouse_down()`
Check if actor reaches position pos	`actor.collidepoint(pos)`
Check if actor collided with another actor	`actor.colliderect(actor2)`
Rotate an actor by setting an angle	`Actor.angle = 90`

Keys

keyboard.left	`keyboard.right`
keyboard.up	`keyboard.down`

More buttons and keys in the Pygame Zero Documentation:
https://pygame-zero.readthedocs.io/en/stable/hooks.html#buttons-and-keys

Sounds and Music

Play the sound 'eep'	`sounds.eep.play()`
Play music from file 'music.mp3'	`music.play('music.mp3')`
Stop the music	`music.stop()`
Pause the music	`music.pause()`
Unpause the music	`music.unpause()`
Set music volume between 0 (silent) and 1 (full)	`music.set_volume(0.4)`

Functions

Pygame Zero automatically runs your draw function to show things on the screen on a loop.	`def draw():` `    # drawing logic`
Pygame Zero automatically runs your update function on a loop.	`def update():` `    # update logic`