
PyStroke Tutorial Documentation

Release 0.01a

James Heslin (PROGRAM_IX)

Sep 22, 2017

Contents

1	About PyStroke	3
2	Indices and tables	5

Contents:

CHAPTER 1

About PyStroke

PyStroke is a game building framework written in Python and using PyGame. Its aims are:

- To avoid the need for bitmap sprites by using rendered line drawings
- To make the creation of simple games easy
- To abstract away the complexities of PyGame

CHAPTER 2

Indices and tables

- `genindex`
- `search`