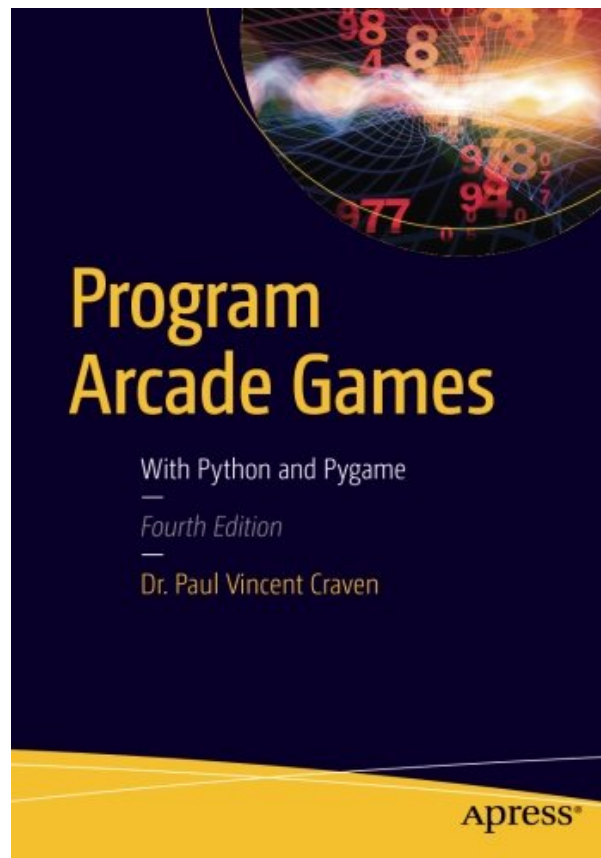
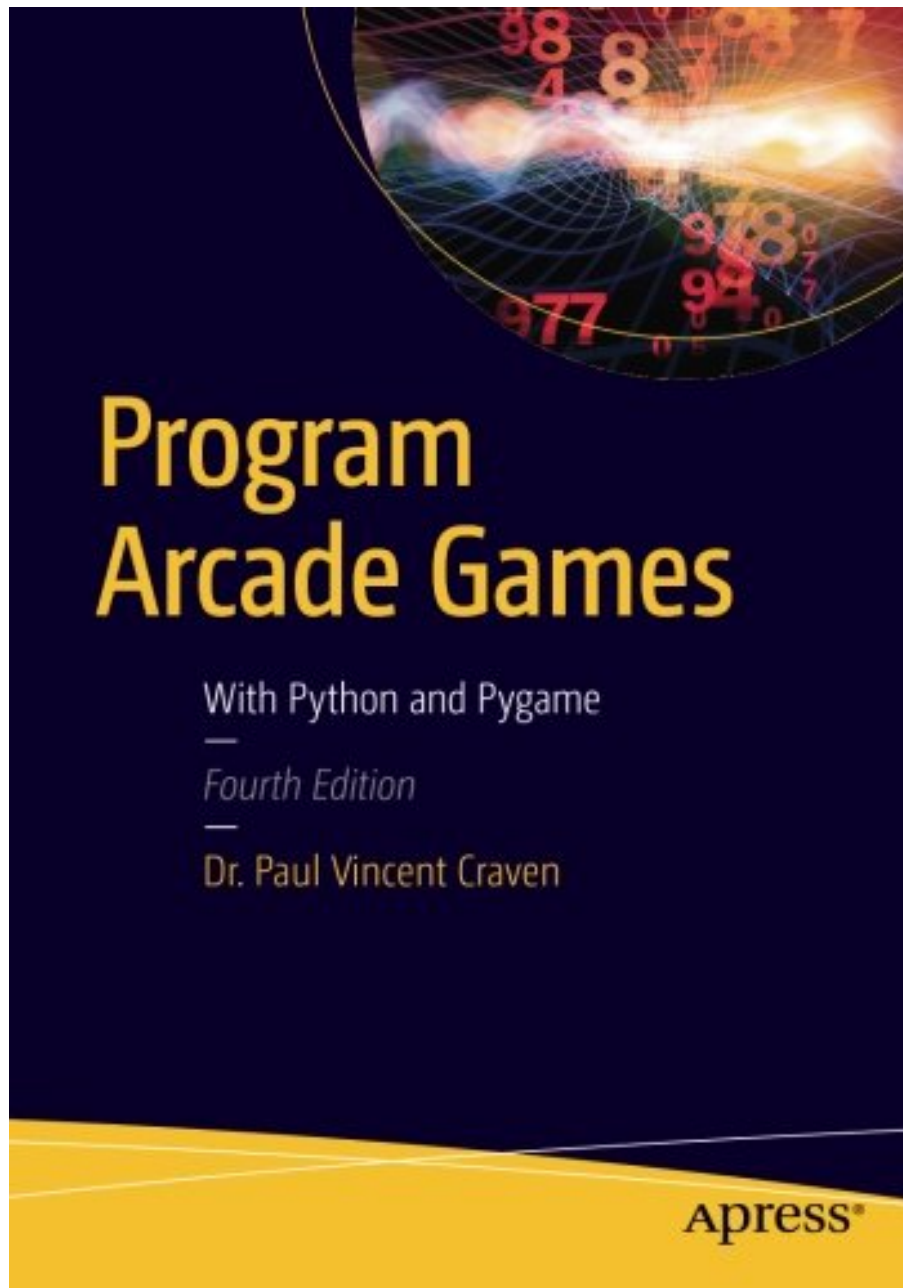


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After reading and using this book, you'll be able to learn to program and build simple arcade game applications using one of today's most popular programming languages, Python. You can even deploy onto Steam and other Linux-based game systems as well as Android, one of today's most popular mobile and tablet platforms.

You'll learn:

- How to create quiz games
- How to integrate and start using graphics
- How to animate graphics
- How to integrate and use game controllers
- How to add sound and bit-mapped graphics
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