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Sean Riley (Austin, TX) has worked as a programmer in the computer industry for eleven years and as a programmer and designer in the game industry for over five years. He has been using Python for over three years and has been involved in open source Python development and two large-scale commercial game development projects using Python.

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Make Games with Python by Sean M. Tracey. Publisher: The MagPi Magazine 2016 Number of pages: 154. Description: In this book, we are going to learn to make games on the Raspberry Pi with Pygame. We'll look at drawing, animation, keyboard and mouse controls, sound, and physics. This book isn't for absolute programming beginners, but it's not far ...

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Beginning Game Development with Python and Pygame: From Novice to Professional (Beginning From Novice to Professional) [Will McGugan] on Amazon.com. *FREE* shipping on qualifying offers. This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library.

Game programming with Python [electronic resource] : Riley ...

Game Programming With Python 1 . Sean Riley ; 1584502584, Charles River Media, 470 pages (October 2003). Game Programming With Python, Lua, and Ruby. Tom Gutschmidt ; 1592000770, Premier Press, 500 pages (December 2003) Game Programming - the L Line. Andy Harris ; 0470068221, Wiley, 570 pages (February 2007)

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Invent Your Own Computer Games with Python teaches you how to program in the Python language. Each chapter gives you the complete source code for a new game, and then teaches the programming concepts from the examples. Games include Guess the Number, Hangman, Tic Tac Toe, and Reversi.

Game Programming with Python, 2004, 470 pages, Sean Riley ...

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Game Programming With Python / Edition 1 by Sean Riley

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