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This is what I have now in my code: import pygame import os import math import time import pygame.font pygame.init() pygame.mixer.music.load('/pirate/Terrified.ogg') pygame.mixer.music.play(-1) font1 = pygame.font.Font('/home/pi/Downloads/fonts/snapdonline.ttf',110) font2 = pygame.font.Font('/home/pi/Downloads/fonts/Alignlt.ttf',100) FPS = 30 clock = pygame.time.Clock() white = (255,255,255) black = (0,0,0) def get_game_keys(): return pygame.key.get_pressed() def input_choice(): choice1 = (font2.render("1",True,black)) choice2 = (font1.render("2",True,black)) return (choice1, choice2) def update_game_display(data): for event in pygame.event.get(): if event.type == pygame.QUIT: pygame.quit() sys.exit() elif event.type == pygame.KEYDOWN: if event.key == pygame.K_1: data = input_choice() if event.key == pygame.K_2: data = input_choice() pygame.display.update() pygame.time.Clock().tick(FPS) def main(): time_left = 10 #if 10 seconds left... spacebar = input_choice() print spacebar while time_

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