

This file must be submitted online *before* the beginning of class in order to receive credit.

1. You will need the Pygame module in order to complete this prelab exercise. To verify that Pygame is installed correctly, simply type `import pygame` within IDLE. If no messages appear, then Pygame has been installed successfully.
2. Create a file called `game.py`. Using Listing 3-1 as a starting point, modify the listing so that the Pygame program creates a screen with a resolution of 800x600. The game should have a black background (that is, no background image).
3. Load the sprite `Character Boy.png` (or `Character Girl.png` if you prefer) from Danc's Miraculously Flexible Game Prototyping Tiles<sup>1</sup>. Place the sprite at position (320, 320) on the screen. As a hint, recall that the way to load a sprite is to use the `pygame.image.load` function.
4. Submit the file `game.py`.

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<sup>1</sup><http://www.lostgarden.com/2007/05/dancs-miraculously-flexible-game.html>