

Pygame - Dev Notes - Sprites - Animating Random Images

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A brief intro on animating random sprite images in a game window with Pygame.

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Intro

As we add sprite image objects to a game window, for example multiple *mob* images, we can make the game experience more fun by randomising the image for each mob sprite object.

For example, we might use a group of images as possible mob images, and then randomise their selection for each new mob sprite object image.

Random mob sprite images

To add a random image, at least randomised from potential options, we need to add a list of available images for the random selection,

```
asteroid_list = ["asteroid-tiny-grey.png", "asteroid-small-grey.png", "asteroid-med-grey.png"]
```

We also need a new list for our asteroid images,

```
asteroid_imgs = []
```

Then, we simply need to loop through this asteroid list, and then add each available image to the list of `asteroid_images`.

For example,

```
for img in asteroid_list:
    asteroid_imgs.append(pygame.image.load(os.path.join(img_dir, img)).convert())
```

We may then update the `Mob` class to set a random image from the `asteroid_imgs` list, e.g.

```
self.image_original = random.choice(asteroid_imgs)
```

The images for our mob sprite objects will now be randomly chosen from the available list of images.

References

- [pygame.image](#)
- [pygame.sprite](#)
- [pygame.transform](#)

Demo

- animatingsprites2.py
- shooter0.7.py
 - set random image for mob sprite object image
 - random image from selection of image options
 - rotate and animate each random mob sprite image