Games: Pygame, The Long Dark, DXVK and Shovel Knight

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- **Enable your Python game player to run forward and backward** [2]

  In previous entries in this series about creating video games in Python 3 using the Pygame module, you designed your level-design layout, but some portion of your level probably extended past your viewable screen. The ubiquitous solution to that problem in platformer games is, as the term "side-scroller" suggests, scrolling.

  The key to scrolling is to make the platforms around the player sprite move when the player sprite gets close to the edge of the screen. This provides the illusion that the screen is a "camera" panning across the game world.

  This scrolling trick requires two dead zones at either edge of the screen, at which point your avatar stands still while the world scrolls by.

- **Survival Mode in The Long Dark just got a lot bigger with the ERRANT PILGRIM update** [3]

  As promised, Hinterland Studio have released a huge update to the Survival Mode side of The Long Dark named ERRANT PILGRIM.

  It brings in a whole new region to explore, Bleak Inlet. Once a home to a thriving industrial Cannery, seismic activity cut-off Bleak Inlet from the rest of the Great Bear mainland. Exploring is not for the faint of heart, being Timberwolf territory but the treasures contained in the industrial complex may just be enough to warrant the journey.

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[DXVK Reportedly Going Into "Maintenance Mode" Due To State Of Code-Base](#)[4]

While DXVK tends to be much-loved by Linux gamers for allowing more Direct3D 10/11 Windows games to run nicely on Linux with Wine or Proton (Steam Play) thanks to its fairly complete translation of D3D10/D3D11 API calls to Vulkan, it looks like Philip Rebohle is at least contemplating shifting it just into maintenance-mode.

The DXVK lead developer recently commented that DXVK is "entering maintenance mode" and he doesn't want to make any significant changes or additions to the code.

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[Shovel Knight: King of Cards and Shovel Knight Showdown are out, completing the series](#)[5]

Starting off with a successful Kickstarter crowdfunding campaign back in 2013 and growing into a massive multi-part 8-bit inspired world, Shovel Knight: Treasure Trove now finally finished. Note: Keys provided by GOG.com to us.

Originally having a goal of $75,000 and a Linux/macOS stretch goal at $130,000 it proved to be popular ending on $311,491. It's taken six years for Yacht Club Games to get here starting with Shovel of Hope, followed by Plague of Shadows in 2015, Specter of Torment in 2017, and now King of Cards and Shovel Knight Showdown in 2019.

[Gaming](#)

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