

## Forum:[Hack Forums](#)

Thread: [Python + OpenGL Game - Cube Spawner](#)

**TheWarOwl** - February 17, 2017, 9:41 pm

Hey Guys!

So I saw this post not too long ago asking if it would be plausible to make a game in python with OpenGL.

The thread you can find [HERE](#):

I decided to research it a little bit as I'm horribly unfamiliar on the topic, but I did understand 3D space because of my familiarization with Blender3D

After some practice and following a few tutorials this is what I came up with ?

Shout out to harrison@pythonprogramming for the awesome vids on the topic.

REQUIREMENTS:

PYTHON 3

PyGame - (pip install pygame)

PyOpenGL - (pip install PyOpenGL PyOpenGL\_accelerate)

### [SOURCE CODE](#)

**Infamia** - February 18, 2017, 2:57 am

this counts as a 'game'?

welldone anyway i guess

**TheWarOwl** - February 18, 2017, 9:36 am

(Feb 18, 2017 03:57 AM)Infamia Wrote: [\[CITE\]](#) this counts as a 'game'?

welldone anyway i guess

I was gonna make it one, honestly kinda gave up on it :/ I just wanted to see if it was possible

**obby** - February 18, 2017, 10:34 am

I'm sure this will help people learn how to use OpenGL libs, thanks for the thread.