Games: Adapt or Perish, Axis & Allies Online, Total War: THREE KINGDOMS and Pygame

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- [Adapt or Perish, the open world customizable RTS is now out](#)[2]

    Adapt or Perish, the latest game from Phr00t's Software is officially out today. It's an open world RTS with a huge amount of customization thanks to your ability to design your own units.

- [Beamdog have announced Axis & Allies Online, an official adaptation of the tabletop classic](#)[3]

    Beamdog have just announced their latest game, Axis & Allies Online [Official Site], an official adaptation of the tabletop classic and it's coming to Linux.

    Awesome news, since Beamdog have supported Linux well with their previous games like Neverwinter Nights: Enhanced Edition, Baldur's Gate: Enhanced Edition, Planescape: Torment: Enhanced Edition and more.

- [Total War: THREE KINGDOMS has been delayed](#) [4]

    While we know that Total War: THREE KINGDOMS is coming to Linux thanks to a port from Feral Interactive, it's not clear when and now it's been delayed.

    Originally confirmed for Linux back in September of last year, where they said it would be available "shortly after" the Windows version. The Total War team has today announced that

the Windows version has now moved to release on May 23rd, so we're in for a longer wait.

- **Create the player animation** [5]

  Hello and welcome back, in this chapter we will create a method which will accept either an x increment or y increment from the game manager object that accepts those increments from the main pygame file when the user presses on the up, down, left or the right arrow key on the keyboard. We will not make the player moves yet in this chapter but just animate that player object, we will make the player moves in the next chapter. There are three files that we need to edit here. First is the player sprite class, we will add in the set x and set y method which will later use to animate the player object.

Gaming

Source URL: http://www.tuxmachines.org/node/120560

Links:
[1] http://www.tuxmachines.org/taxonomy/term/69
[2] https://www.gamingonlinux.com/articles/adapt-or-perish-the-open-world-customizable-rts-is-now-out.13547
[3] https://www.gamingonlinux.com/articles/beamdog-have-announced-axis-allies-online-an-official-adaptation-of-the-tabletop-classic.13548
[4] https://www.gamingonlinux.com/articles/total-war-three-kingdoms-has-been-delayed.13549
[5] http://gamingdirectional.com/blog/2019/02/11/create-the-player-animation/