Lesson 2.07: Game Loop

# Learning Objectives

* Define and identify: while, loop, break statement
* Describe the control structure of a game loop

# Materials/Preparation

* Lab handout
* Read through the handout so that you are familiar with the requirements and can assist students

# Pacing Guide

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| Duration | Description |
| 5 Minutes | Welcome, attendance, bell work, announcements |
| 10 Minutes | Lecture |
| 30 Minutes | Lab |
| 10 Minutes | Discussion |

# Instructor’s Notes

1. Lecture
   1. Python has loops which cause a repeating action
      1. Used in games and executes the block of code while an expression is true
   2. Similarities in Snap
   3. Trace out the flow of an example
   4. Break statement can end the loop
2. Lab
   1. Create a basic game that prints out all the inputs a user has given (\*hint use lists)
   2. Basic game will end if user inputs quit
      1. Either by using a break statement or by using the == sign in the while loop to check if the input equals that
3. Review
   1. Talk about two different ways of closing program
   2. Discuss cntrl-c if stuck in an infinite loop