**Follow up work to do at home**

**Lesson 4**

* Watch the YouTube videos in the “useful links” document for Lesson 4
* Create a picture using Python Arcade functions by following the Lab 02 exercise

**Lesson 5**

* Make sure you save your work on GitHub Desktop: save to your local repository using “commit to main” and then push origin remote to save it to your GitHub repository on the cloud. Do this for all your active repositories.
* Please watch the video on inheritance (see useful links document)
* Finish your adventure game house
* In the OOP\_class\_work folder I have saved a copy of my adventure game house as a python file lab\_06, if your code isn’t working check out the code in my file and see if you can spot any mistakes.
* If you want to extend the adventure game, as a first step you can set up a new class of “item” which can set up items which you can find in the rooms of the house. To start with, set up this class with the attributes “name”, “description” and “location”. The location is where the item is found in the house. You can then set up the objects of the item class in the same way as the rooms: use lists for the data and a loop to extract the data from the lists.
* If you do the above and want guidance for next steps, send me a mail.
* In the next lessons as we begin to create our game we will need to learn how to use the Arcade module, if you want to get ahead try reading Chapters 18, 19, 20, 21, 22, 24 and 25 of Learn Arcade Academy and typing in some of the Python examples into your code editor.
* Have a look at some of the game examples in the later chapters and labs of Learn Arcade Academy and in the API documentation: <https://api.arcade.academy/en/2.6.17/sample_games.html>
* Think about what type of game you want to make. Write down a description of how the game works: rules, characters, scoring, where you get the graphics/backgrounds from. Bring this description to the next class after the holidays and we can work out how we can do it!

**Lesson 7**

* Please read the presentation slides for Lesson 7 (and also 5 and 6 as a reminder if you have time)
* Review the comments and code in all the Python programs in the “Scratch Work” folder
* These are the example programs we covered last week from Chapters 20, 21 and 22 of the Arcade Academy
* Make sure you understand how the code works, these contain many code features you will need in your coding project
* Do this in conjunction with re-reading the appropriate Arcade Academy chapter texts
* Go back and see if there is any work from Lesson 5 you missed – especially the last three points

Any problems? You can contact me at [stuart.walker@kidslifeskills.org](mailto:stuart.walker@kidslifeskills.org)