Week 4
Game Development with Python

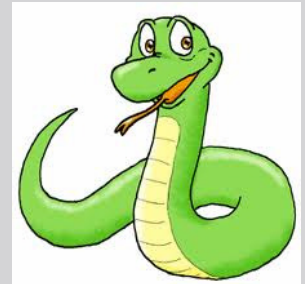**CoderDojo Bray**

Session #4
What will we do today?

- Boring Stuff
  - Once more with feeling, whose Pygames is still not working…?

- Fun Stuff (in no particular order)
  - Play with Pyton
  - Quick Review to date
  - Share YOUR code
  - Look at jokes.py code

Your code...

- Any code you have that you think may be interesting
  - Challenges, mods to code from the book etc.
  - Doesn't have to be a full program – code snippets are fun too
  - Doesn't have to be completed
  - Doesn't even have to be working!
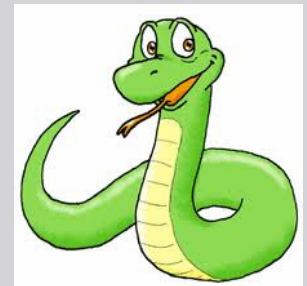- If you need help finalising, ask your fellow Coders plus Mentors

Quick review

If you are happy with last weeks coding, carry on at your own pace. Otherwise…

- Chapter 2 – Integers, Expressions, Variables, Strings
- Chapter 3 – print(), input(), Comments, overwriting variables
- Chapter4 – while, if, Boolean, break
- What is programming?

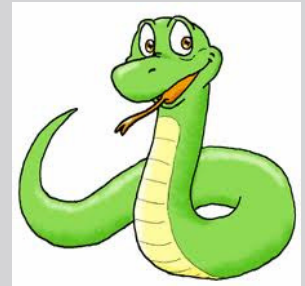Questions? Ask your neighbour or a Mentor

Making the most of print()

- Chapter 5 – jokes.py - Simple game – still no graphics

If you are happy with print() & it's arguments, carry on at your own pace. Otherwise…

➢ We'll do a sample run on screen

➢ Look at key concepts/functions

- Then (with neighbour or group if you wish)

  ➢ Input code yourself

  ➢ Run the Game

- Get help from neighbour, team, mentors

Resources – CoderDojo Bray

- Use the Shared Folder
  http://bit.ly/DojoPython
  - .doc files with useful links for each week
  - .doc files for the "Ninja Challenges"
  - .pdfs of the presentations
  - Project template & example

- Keep an eye on
  - coderdojobray.com
  - @CoderDojoBray
  - bray@coderdojo.com

CoderDojo is ...

- Fun! – If we're not enjoying it, we're not doing it right
- A coding club where YOU learn coding by coding. With assistance from
  - ➢ Your neighbours
  - ➢ The Python Team around you (#crowdsourcing)
  - ➢ The InterWeb - "Google is your friend" (#googleit)
  - ➢ The Mentors
- How?
  - ➢ Play with Python, you won't break it!
  - ➢ Learn the "hard" way – by using it
  - ➢ Follow the tutorials in the book
  - ➢ Mentor explanations
  - ➢ Sharing with those around you (your code & your ideas)
  - ➢ Accepting the Ninja Challenges!