

# Python 3 Syllabus

## Objectives

This course extends on the fundamentals of Python, bringing into focus the beginnings of object-oriented programming. While learning how to create class and objects, students will utilize the PyGame Python library to develop their own games and animations.

## Topics and Schedule

	Topic	Assignment Title
0	IDE Setup	Get ready for your Python Adventure
1	PyGame Introduction	Painting a Canvas
2	Class and Objects	Learning the Box Model
3	Class and Objects 2	Learning the Box Model 2
4	PyGame with Objects	Designing Shapes
5	Key Events 1	Animate your World 1
6	Key Events 2	Animate your World 2
7	Collision Detection	Bouncing Balls
8	Collision Project 1	Egg Drop 1
9	Collision Project 2	Egg Drop 2
10	Mouse Events 1	Buttons for Everything 1
11	Mouse Events 2	Buttons for Everything 2
12	Sounds	The Code Talks Back
13	Project Ideation	
14	Project Development I	
15	Project Development II	
16	Project Presentation	

