You are to use *graphics.py*, a python module which draws simple shapes. Get familiar with the program by reading the documentation and going over the examples. You can also find information on the web about this module and/or on moodle. Your assignment is to create a ‘scene’ using this module as demonstrated in class.

* The picture should have at least ten shapes of different sizes and colors.
* Your title should describe the scene.
* Your should have if..elif, loops, functions and lists in your code
* Reading the documentation (outside the classroom time) and understanding various concepts is part of your grade.
* Your creativity in creating the picture is essential.
* You will be also graded on the elegance of the code and making the code more readable by commenting/leaving blank lines, etc. at appropriate places and indenting your code.
* Taking an initiative to learn new things about the program is a plus. Figuring out how to animate an object from the Python tutorial and adding some animation to the project is required.
* You are required to put some text on the window (like instructions, input field, etc.)
* Demonstrating your computational/algorithmic thinking skills and your problem solving skills are a part of your grade.
* Project will have ‘personalized’ grading, ie. if you already have an advantage of knowing Python before coming to this class, you are expected to use more advanced features for the project.

You can earn an A- if you meet all the above requirements. You need to ‘wow’ me with a unique feature to your project to earn an A+.

You have to include the *graphics.py* file in your folder before you submit your project. Zip your project file and the *graphics.py* file together and save it as *yournameQ3project.py.* Submit it on the classroom by the due date.

**Intermediate Check: December 3-4, 2020**

**Project Due: Dec 9 by 10:00 pm**