Invent Your Own Computer Games with Python

3rd Edition

By Al Sweigart

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*For Caro, with more love*

*than I ever knew I had.*

A Note to Parents and Fellow Programmers

Thank you for reading this book. My motivation for writing it came from a gap I saw in today’s literature for kids interested in learning to program. I started programming in the BASIC programming language with a book similar to this one.

During the course of writing this, I've realized how a modern language like Python has made programming far easier and versatile for a new generation of programmers. Python has a gentle learning curve while still being a serious language used by programmers professionally.

The current crop of programming books fall into two categories. First, books that didn’t teach programming so much as “game creation software” or a dumbed-down languages to make programming “easy” to the point that it is no longer programming. Or second, they taught programming like a mathematics textbook: all principles and concepts with little application given to the reader. This book takes a different approach: show the source code for games right up front and explain programming principles from the examples.

I’ve also made this book available under the Creative Commons license, which allows you to make copies and distribute this book (or excerpts) with my full permission, as long as attribution to me is left intact and it is used for noncommercial purposes. (See the copyright page.) I want to make this book a gift to a world that has given me so much.

What’s New in the 3rd Edition?

The third edition features no new content since the second edition. However, the third edition has been streamlined to cover the same content with 20% fewer pages. Explanations have been expanded where needed and ambiguities clarified.

Chapter 9 was split into chapters 9 and 9½ to keep the chapter numbering the same.

The source code has intentionally been kept the same as the second edition to prevent confusion. If you’ve already read the second edition, there’s no reason to read this book. However, if you are new to programming, or introducing a friend to programming, this third edition will make the process easier, smoother, and more fun.