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| **Artifact Information** | | | | | | | | |
| **Artifact ID** | | **Artifact Title** | | | | | | |
| STR-001 | | Software Training Resources | | | | | | |
| **Capstone Team** | | | | | **Revision** | | **Artifact Date** | |
| Capstone Team 27 - Granustem | | | | | 1.0 | | Feb 11, 2019 | |
| **Prepared by** | | | | | **Checked by** | | | |
| Jonathan Meldrum | | | | | Tanner Gaskin | | | |
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| 1.0 | Feb 11, 2019 | | Jonathan Meldrum | Tanner Gaskin | | Initial Version | | Reese Bastian |

1. Purpose

The purpose of this artifact is to link to resources to help new developers get up to speed using Kivy.

2. Suggested Training Plan

Begin by reading through the Kivy getting started guide:

* <https://kivy.org/doc/stable/gettingstarted/intro.html>

Most tutorials only go through the basics of Kivy or focus on game development rather than creating traditional GUIs. Follow this tutorial to learn about creating traditional GUIs in Kivy:

* <https://kivy.org/doc/stable/tutorials/crashcourse.html>

Once you are familiar with using Kivy, read through the Programming Guide to get a better understanding of the features Kivy offers:

* <https://kivy.org/doc/stable/guide/basic.html>

Use the API reference to find features and documentation:

* <https://kivy.org/doc/stable/api-kivy.html>