

# Cool Kids Coding School

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## Game Programming with Python

### Lesson 02 Homework: Autonomous Stick Man



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#### Assignment

In this homework the student will be required to create a REPL using PyGame. In this REPL the student will create an autonomous stick man. The student should have a decent understanding of how movement occurs in a pygame. The goal of this homework is to use the stick man code we created today and have the figure walk along the screen however you want.

At a minimum the stick man should walk from one side of the screen to the other on his own. He can walk a straight line or you can add a random turn to his path, your choice. Have fun with this.

This homework is due at the beginning of the next class and will be the first thing we go over.

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## Any Questions?

for any questions contact [hw\\_help@coolkidscodingschool.com](mailto:hw_help@coolkidscodingschool.com)