

Exercise: Gaming with Python

Note: You will need **Python 3** to do these exercises easily. Otherwise, you will need to fix the codes.

From the book:

"Invent Your Own Computer Games with Python"

<http://inventwithpython.com/>

Enter the web site of the book: <http://inventwithpython.com/chapters/>

Try to run and understand the following:

1. [Chapter 4 - Guess the Number](#) (As a warm up!)
2. [Chapter 6 - Dragon Realm](#)
3. [Chapter 9 - Hangman](#)
4. [Chapter 10 - Tic Tac Toe](#)
5. [Chapter 17 - Graphics and Animation](#) (if you want to code "real" games.)