

Syllabus

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An Introduction to Interactive Programming with Python

This class is nine weeks long. For most weeks, you will watch two sets of videos (part a and part b) and then complete one quiz for each set. These quizzes have a soft deadline of Tuesday/Thursday, respectively, and a hard deadline of Saturday. The main task for each week is to complete a mini-project that is due on Saturday. You will then be asked to assess your peer's mini-projects on the following Sunday-Wednesday.

Week	Topics	Mini-project
0	Expressions, variables and assignments	"We want... a shrubbery!"
1	Functions, logic, conditionals	"Rock-Paper-Scissors-Lizard-Spock" game
2	Event-driven programming, local and global variables, buttons and input fields	"Guess the Number" game
3	The canvas, static drawing, timers, interactive drawing	Stopwatch: The Game
4	Lists, keyboard input, motion, positional/velocity control	"Pong" game
5	Mouse input, more lists, dictionaries, images	"Memory" game
6	Classes, tiled images	"Blackjack" game
7	Acceleration and friction, spaceship class, sprite class, sound	Spaceship from "RiceRocks" game
8	Sets, groups of sprites, collisions, sprite animation	Full "RiceRocks" game

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