Lesson Plan

Course Name – Python Game Development (Pgzero)

Lesson No – 6

Aim – Quiz Master - 1 (File Handling in Python)

Lesson Plan

* Revise the concepts learned so far. Talk about how information can be stored in the files and then used up by the program. Why files are needed in game development.
* Ask if the kid already knows about file handling, if yes go ahead with the game otherwise explain to him the file handling in python on a very high level.
* Discuss the game to be built today, the game flow and layout of the components.
* Create the basic layout of the game, explain what are pygame.Rect() and how they are used over here.
* Proceed with reading the questions.txt file and function for reading question one by one.

Resources

* <https://www.udemy.com/course/python-game-development-with-pygame-zero/learn/lecture/21228494#overview>
* Username - [abhishek.bahl@gmail.com](mailto:abhishek.bahl@gmail.com), Password - Lkkw2(&yA(#W5AA

Homework – Give the kid to practice the file handling by giving him a file containing some numbers and displaying the sum of numbers on the screen.

For Feedback – major\_pulkit, pulkit.jetlearn@gmail.com