Lesson Plan

Course Name – Python Game Development (Pgzero)

Lesson No – 7

Aim – Quiz Master - 2 (Adding High Score and Timer - Functionality)

Lesson Plan

* Revise the game developed so far.
* Complete the mouse clicked event, how to detect the click on options.
* Complete the functions such as correct\_answer, skip\_question and game\_over.
* Add the functionality for timer. Add a variable and how clock.schedule\_interval will change it every second.
* Write the high score to a file
* Complete the game, debug if required.

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 repeat the game by his own. Come back if he faces any doubts in understanding some concept. Change the questions in the file.

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