Lesson Plan

Course Name – Python Game Development (Pgzero)

Lesson No – 2

Aim – Bumble Bee Game (Keyboard Events)

Lesson Plan

* Revise the discussion for the past session.
* Give a glimpse of the game to be developed in this session. Tell him that the main focus on learning would be on the keyboard controls.
* Start with creating the screen, importing characters and placing them on the screen.
* Explain and implement the keyboard controls and move the bee around.
* Introduce the score implementation
* Introduce the clock.schedule function and how the display could be manipulated by any event.

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 make a similar game. Could be a Ash and Pickachu game where the Ash tries to catch the Pickachu and score points.

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