Week 1: Get python, sublime downloaded, pygame installed. Properly explain push and pull from git

Homework: Come up with a solid idea, can either be a simple game that you come up with or can be a replica of a game that already exists

Week 2: Go through the tutorial: <https://lorenzod8n.wordpress.com/2007/05/25/pygame-tutorial-1-getting-started/> ; run them through pygame, teach them how to handle inputs;

Week 3: Teach them how to draw things, specifically lines, and then work on mouse movements (this could take some time)

Homework: come to class with pictures of your background (If you want one), and the characters (10x10 image)

Week 4: Now we start with their game, and break it down into less overwhelming parts; Start with setting the background screen fully and also they need to explain to me what they want, so I can figure shit out

Week 5 – end: We need to just kinda go through what the kids want

\*A lot of these kids don’t really know python, so this entire process might be a lot slower than I’m planning it out to be.