Let's Code Blacksburg!

Volunteering and Teaching

Tweeks

Krichey

LCBB Vision

"Fostering the growth of the technology community in the New River Valley by providing not-for-profit education and events."

Who We Target

- Kids
- Learners
- Pros

Previous Sessions

- Intro to C++
- Intro to Go
- Intro to Python
- Python Threading
- Intro Android / iPhone App Dev
- Intro to Arduino Programming
- Intermediate Arduino Programming
- Arduino Drawing Robotic Arm
- IT-Pro: Intro to Unit Testing
- Kids: Controlling Your World w/Arduino
- Intro to Programming with PyGame

Intro to Game Programming with

by Kevin Richey

Why?

Kids are smart, quick, want to play

Introductions

Learning Styles

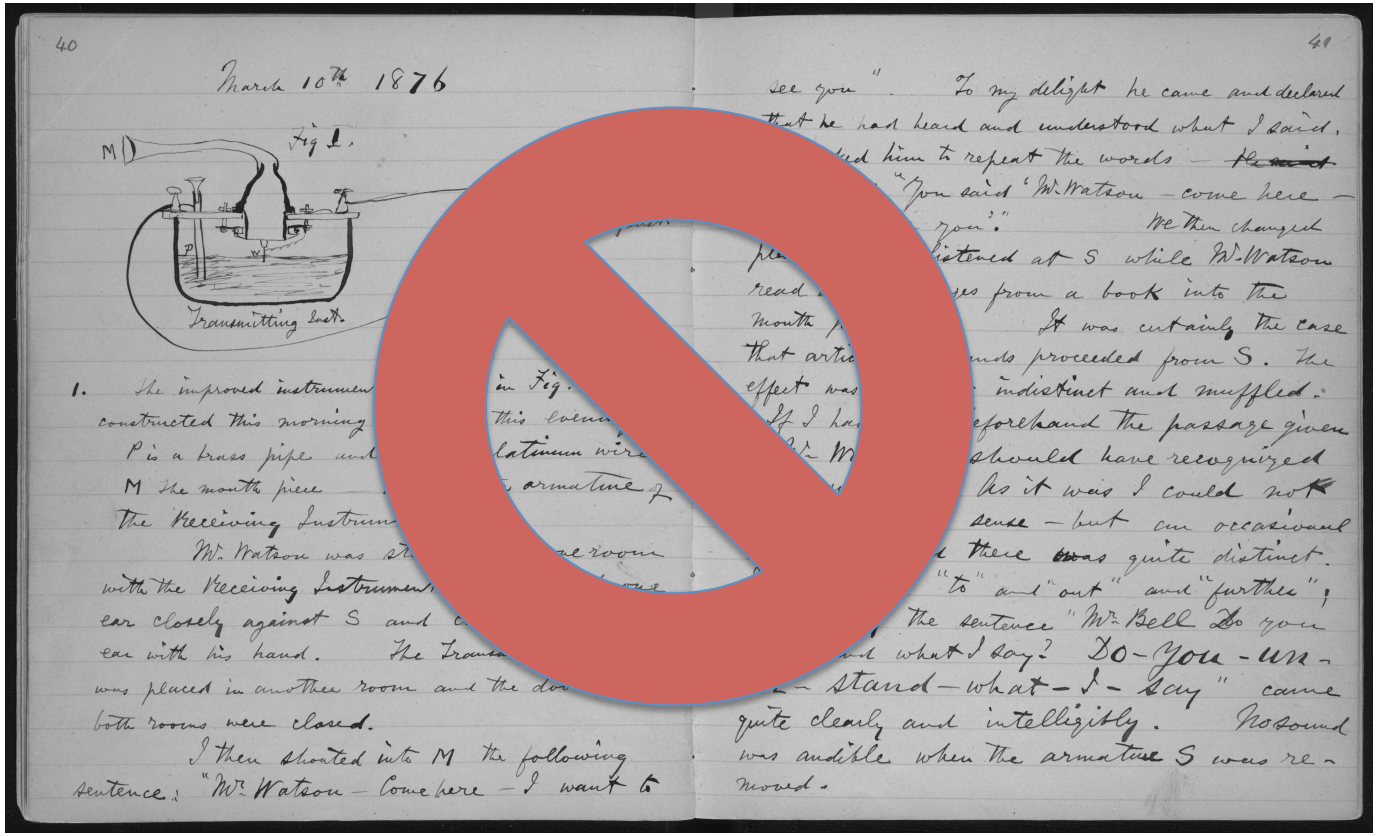
- Visual
- Auditory
- Kinesthetic

Picture stolen from http://identityandtype.wordpress.com/2012/02/05/your-mental-identity-how-do-you-learn-and-how-do-you-use-this-knowledge/

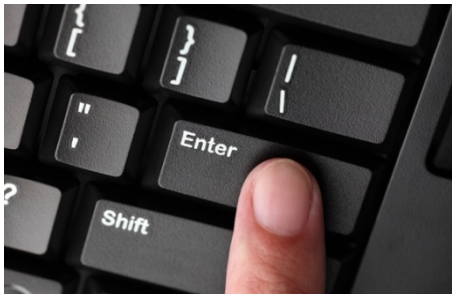
EDGE

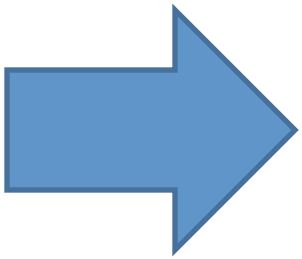
- Explain
- Demonstrate
- Guide
- Enable

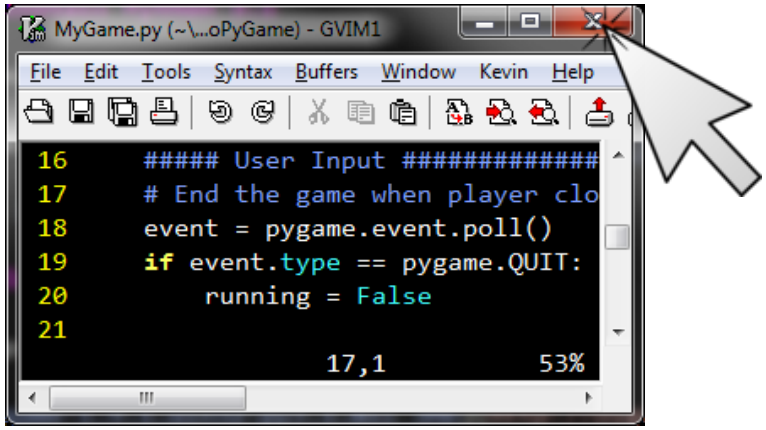
PowerPoint Advice



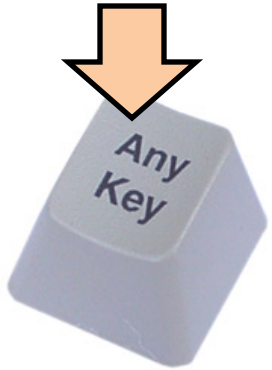
5. User Input



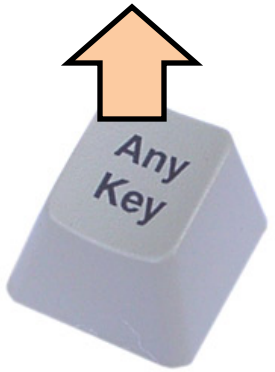




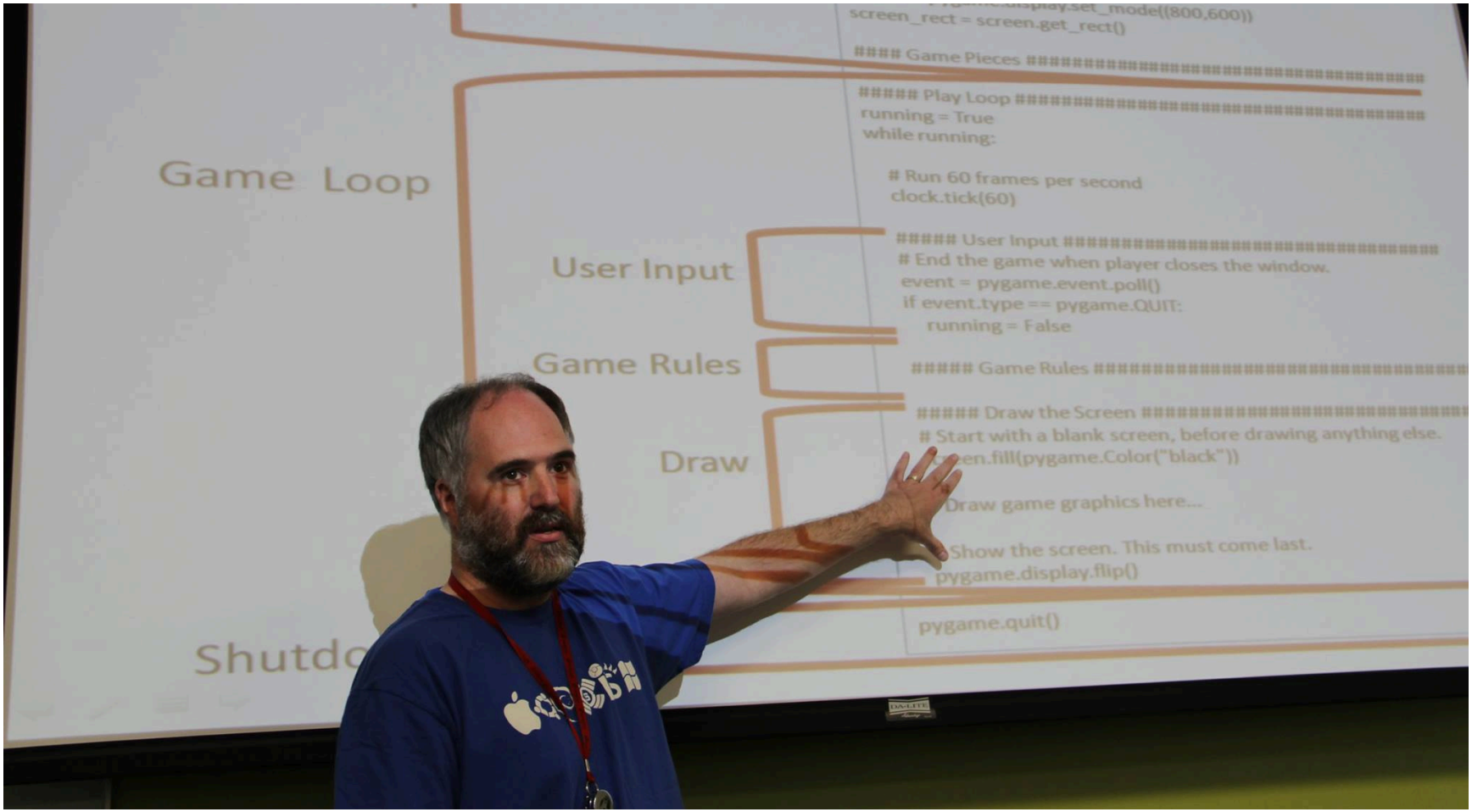
QUIT

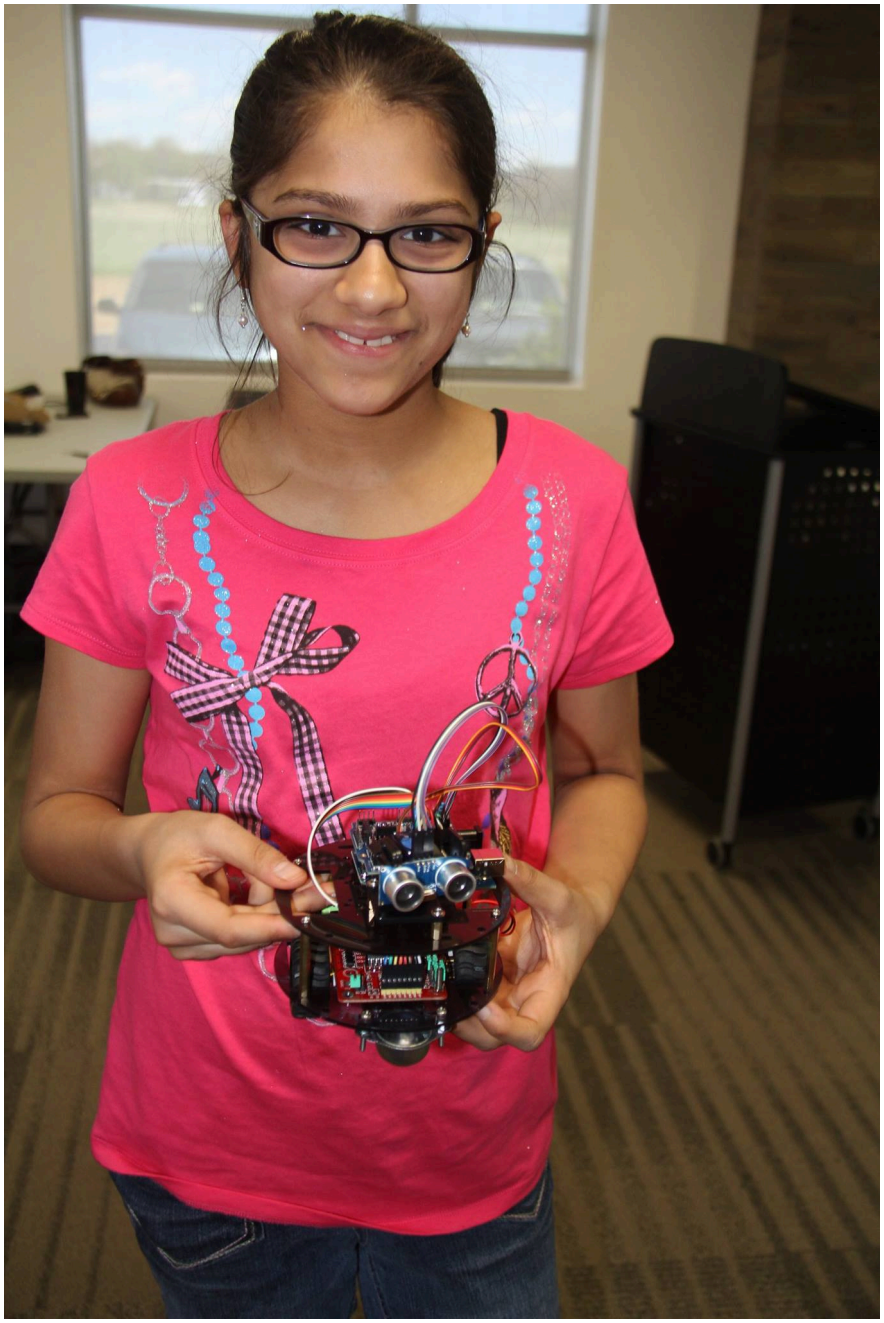


KEYDOWN



KEYUP


Game Loop
User Input
Game Rules
Draw
Shutdo
screen_rect = screen.get_rect()
Game Pieces
Play Loop
running = True
while running:
# Run 60 frames per second
clock.tick(60)
User Input
# End the game when player closes the window.
event = pygame.event.poll()
if event.type == pygame.QUIT:
running = False
Game Rules
Draw the Screen
Start with a blank screen, before drawing anything else.
Draw game graphics here...
# Show the screen. This must come last.
pygame.display.flip()
pygame.quit()

```
#### Game Pieces ##############################
box = pygame.Rect(10, 200, 200, 100)
color = pygame.Color("yellow")
box_speed = 0
```

```
    ##### User Input ############################
    # End the game when player closes the window.
    event = pygame.event.poll()
    if event.type == pygame.QUIT:
        running = False
    elif event.type == pygame.KEYDOWN:
        box_speed = 3
    elif event.type == pygame.KEYUP:
        box_speed = 0
```