

Game Design with Pygame

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Mission Objectives

- ☐ Strengthen programming skills with coding
- ☐ Learn how games are made
- ☐ Learn how to debug specific problems
- ☐ Determine what makes a good game
- ☐ Make Games!



Date	Lecture	Due Today
7/8	GG or BG?	
7/9	Game Scope	Favorite Game
7/10	What's FPS	Project Idea
7/11	Pygame.draw	Pong / Pong AI
7/12	Simple Physics	4-Player Pong
7/15	Story time	Launch-a-ball
7/16	Sound	Whack-a-Thing
7/17	Images	Duck Hunt
7/18	Sprites	Galaga
7/19	Outline-it	Galaga 2.0
7/22	Importables	Full Project Outline
7/23	Collisions	
7/24	Vectors	
7/25	Presentations	Final Game
7/26	Presentations	

Achievements (Grades)

60	Complete game modules
20	Quicktime events (Quizzes)
20	Just playing the game

Required resources:

Google. Seriously.
[Pygame.org/docs/](https://pygame.org/docs/)
[Python.org/docs/](https://python.org/docs/)

Lecture	Description
GG or BG?	What makes a game good or bad? Important game qualities
Game Scope	How much can you tackle in a week? A month? With a team?
What's FPS	How games animate and display graphics.
Pygame.draw	The functions and uses for pygame.draw
Simple Physics	How we can implement simple physics rules into games
Story time	What type of storytelling is needed or used in a game.
Sound	How to use sound to enhance your game.
Images	Importing and using images, and how to render them.
Sprites	How to create sprites and display them.
Outline-it	Methods to outline a game and design it.
Importables	How to code your own importable files to make your code cleaner
Collisions	Physics 2.0 How to do object collisions
Vectors	Vectors and why they are important to your code.
Presentations	Your games on display.