2023 SI@UCF Python and Pygame 1 Syllabus

Course Description: This course will teach the basics of Python and the package PyGame, including basic input and output, use of variables, if statements, math functions, loops, the Python Turtle, functions, strings, lists, game design principles, designing multi-file programs, graphics, animations, images and sounds.

Course Web Page: http://www.cs.ucf.edu/~dmarino/ucf/bhcsi/2023/python1/

Grading: Homework 0 – 2%
Homework 1 to 6 – 8% each (48% total)
Turtle Contest – 10%
Final Project – 40% (2% proposal, 8% checkpoints, 20% code, 10% presentation)

Day	Lecture	Recitation	Assignments
6/5	Hello World, Output Intro to Turtle	Input Variables, Expressions	Hello World
6/6	More Expressions, Random numbers	Turtle Shapes	Counting Steps Movie Buying Gas Turtle Day 1 **Due 6/6 12:30 pm**
6/7	If Statement	If Examples	Pictures Calories Road Trip Turtle Day 2 **Due 6/7 12:30 pm**
6/8	For Loop	For Loop Examples	Lunch Card Game Spending Spree Turtle Day 3 **Due 6/8 12:30 pm**
6/9	While Loop	Turtle Using Loop	Pay Calculator For Loop Programs Turtle Day 4 **Due 6/9 12:30 pm**
6/12	Loop Control	Drawing in pyGame	**Turtle Contest Due 6/12 12:30 pm**
6/13	Nested For Loop	Movement in pyGame	**NO REQUIRED HOMEWORK IST TRIP IN AM**

6/14	Functions	Keyboard Input in pyGame	Py Game Nested Loops Bouncing Ball Edit **Due 6/14 12:30 pm**
6/15	Lists	Mouse Input in pyGame	Balloon Pop **Due 6/15 12:30 pm**
6/16	Lists in pyGame	Sound in pyGame	Final Project Proposal Ten Balls Edit **(OPTIONALS)** **Due 6/16 12:30 pm**
6/19	Fruit Game Example	Fruit Game Split	Final Project **12:30 pm – FP Checkpoint**
6/20	Split Screen Programs	Bad Mario	Final Project **12:30 pm – FP Checkpoint**
6/21	TBD	TBD	Final Project **12:30 pm – FP Checkpoint**
6/22	FIEA Field Trip	FIEA Field Trip	Final Project **12:30 pm – FP Checkpoint**
6/23	Final Project	Final Project	**Final Presentation Code** **Final Presentation Slides** **Due 6/23 12:30 pm**