

2025 SI@UCF Python 1 – Introduction to Python and Pygame 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 Webpage: <http://www.cs.ucf.edu/~dmarino/ucf/bhcsi/2025/python1/>

Grading: Homework – 40% (5% each)

Quizzes – 20% (10% each)

Final Project – 40% (5% Proposal, 25% Code, 10% Presentation)

Day	Lecture	Recitation	Assignments
6/9	Output, Turtle Intro	Input, Variables	Homework #1
6/10	Turtle Shapes	Expressions, Random	Homework #2
6/11	If Statement	If Examples	Homework #3
6/12	For Loop	Review, Examples	Homework #4
6/13	While Loop	Turtle loops	Turtle Contest
6/16	Drawing, Loop Control	Nested Loops, Q1 Review	Homework #5
6/17	Movement in pyGame	Quiz #1	Homework #6
6/18	Functions	Keyboard Input in pyGame	Homework #7
6/19	Lists	Mouse Input in pyGame	Homework #8
6/20	Lists in pyGame	Fruit Game	Final Project Proposal
6/23	Sound in pyGame	Fruit Game Split	Final Project
6/24	Split Screen Example	Bad Mario, Quiz Review	Final Project
6/25	Split Screen Example Con't	Quiz #2	Final Project
6/26	Final Project Prez	Bad Mario w/Scores	Final Project
6/27	FIEA Trip	FIEA Trip	Closing Ceremony