

2026 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/2026/python1/>

Grading: Homework – 40% (5% each)

Quizzes – 20% (10% each)

Turtle Contest (10%)

Final Project – 30% (5% Proposal, 15% Code, 10% Presentation)

Day	Lecture	Recitation	Assignments
6/1	Output, Turtle Intro	Input, Variables	Homework #1
6/2	Expressions, Random	Turtle Shapes	Homework #2
6/3	If Statement	If Examples	Homework #3
6/4	For Loop	Review, Examples	Homework #4
6/5	While Loop	Turtle loops	Turtle Contest
6/8	Nested Loops, Q1 Review	Drawing, Loop Control	Homework #5
6/9	Movement in pyGame	Quiz #1	Homework #6
6/10	Functions	Keyboard Input in pyGame	Homework #7
6/11	Lists	Mouse Input in pyGame	Homework #8
6/12	Lists in pyGame	Fruit Game	Final Project Proposal
6/15	Sound in pyGame	Fruit Game Split	Final Project
6/16	Q2 Review	Split Screen Example	Final Project
6/17	Bad Mario	Quiz #2	Final Project
6/18	Final Project Prez	Bad Mario w/Scores	Final Project
6/19	FIEA Trip	FIEA Trip	Closing Ceremony