

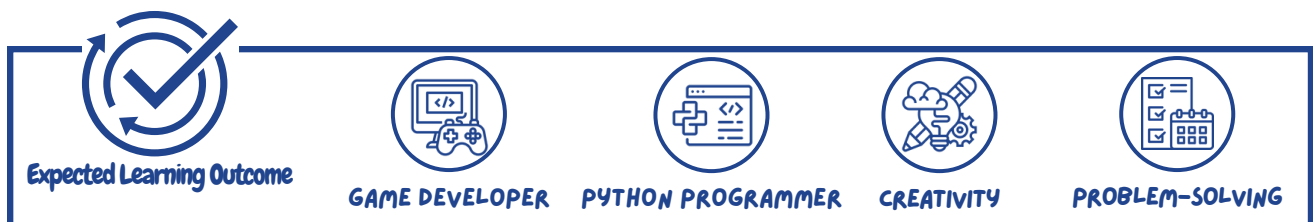
Game Development with Python

13-15+ Years old



COURSE DESCRIPTION

This course is a ticket for student to becoming a game developer. Students will start from the basics and gradually build their skills in game development using Pygame, with a focus on Python programming. The course combines theoretical concepts with practical exercises, culminating in a small-scale, fun game project students will love.



TOPIC COVERS

Intro to Pygame	Graphic and User Input	User Input Handling	Game Logic	Game Mechanics
Sound and Music	Debugging	Project Design	Project Development	End of Course Project

COURSE RUBRIC

Quizzes: 10%
Attendance: 10%
Homework: 10%
Class Participation: 20%
End of Course Project: 50%



TEACHING/LEARNING APPROACH

- **Hands-On Development:** Students build games step-by-step through active coding, reinforcing programming concepts through application.
- **Iterative Project Work:** Projects evolve through cycles of testing, feedback, and refinement, promoting continuous improvement and resilience.
- **Collaborative Problem-Solving:** Learners work together to troubleshoot challenges, enhancing teamwork and logical reasoning.
- **Guided Instruction:** Teachers provide structured support while encouraging independent exploration and creative expression.

PARENTAL SUPPORT

Parents play a key role by encouraging regular attendance, showing interest in their child's projects, and supporting practice at home. Active involvement reinforces learning and keeps students motivated.

STUDENT COMMITMENT

This weekend course requires consistent attendance, focus during sessions, and a willingness to explore and complete projects. A positive attitude and steady participation help students gain the most from the program.

Important Note: To receive a Certificate of Completion, students must attend at least 60% of the total class sessions (8 sessions out of 12).

Rev. 2.0 / 02 May 2025