

# Python

## Session 4

By Declan Fox

With thanks to Al Sweigart

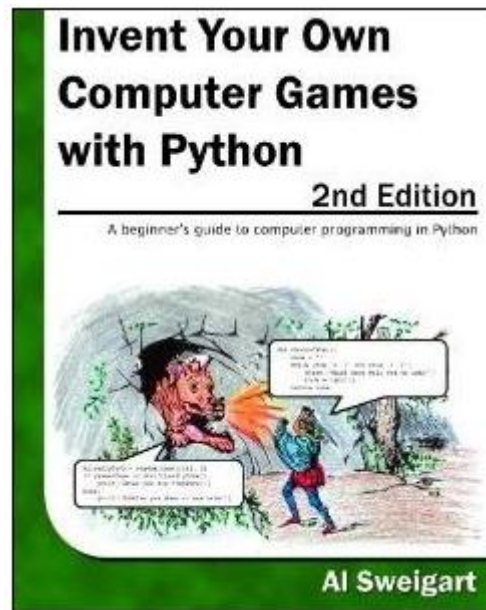
**“Above all, be cool.”**

Wi-Fi Name: CoderDojo

Password: coderdojowireless

Website: <http://cdathenry.wordpress.com/>

Remember to check out “Invent your own computer games with Python” by Al Sweigart.



The book is free online at  
<http://inventwithpython.com>

# How to Get Started

## Plan the Design

- Think first!
- Start simple: add more later

## Create First Character

- Design it: appearance & behaviours
- Write script (Code) to control its behaviours

## Test It

- Any bugs? (Not working as expected)
- Debug and Improve

## Extend It


- More Characters, More Behaviours, More Testing!

# How to Make Progress


Our Creative Coding Rule:  
**There's More Than One Way to Do It!**



Try things out and iterate  
Save copies: go back if it doesn't work

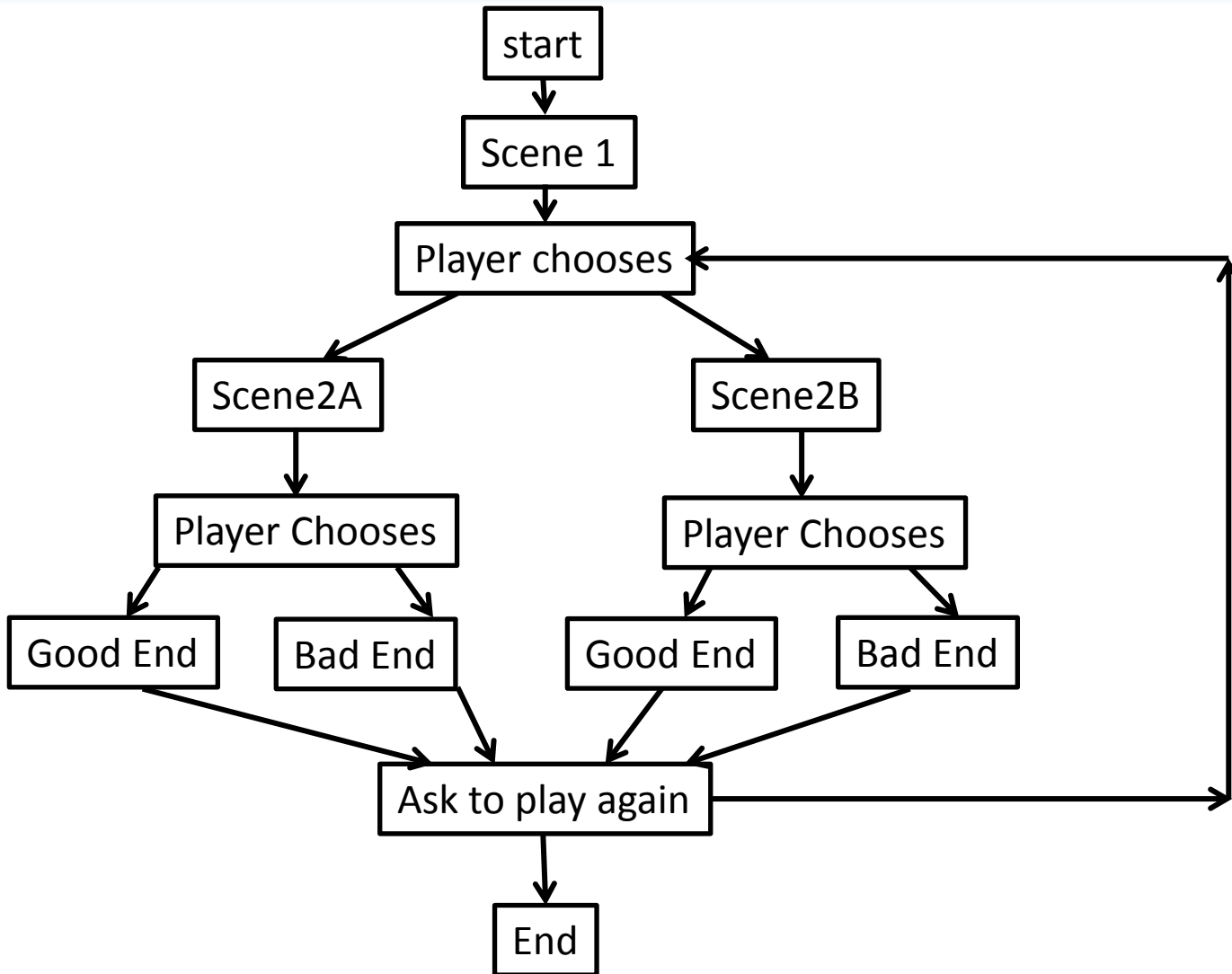


Talk to others, share ideas, learn from  
their ideas, improve on their ideas!



Examine other people's code from the  
internet etc.

# Our Own Game





# Pseudocode

Pseudocode is an informal high-level description of the operating principle of a computer program

# Our Pseudocode

Print scene1

Ask player which way

Print scene2A or scene2B

Ask player which way

Print good end or bad end

Ask player do they want to play again

# Build and Test

Step 1: Write a function to print out scene1 and test it.

# Build and Test

Step 2: Write a function which asks the player to choose and test it.

# Build and Test

Step 3: Write functions for scene2A and scene2B

# Build and Test

Step 4: Use If else statement to print out Scene2A or scene2B

# Build and Test

Step 5: Write functions for good end and bad end.

# Build and Test

Step 6: Use if else again to call one of them.



# Build and Test

Step7: Work on the game to make it more user friendly.