

Python Game Project | Form 2

Objective

Students will use Python and the PyGame library to create a game of their own design.

Lesson Observations

Stream A (4 students)	Stream B (6 students)
03/06/2017: Team members were asked to submit a written statement outlining the designs they wished to consider for their game, along with responsibilities for each team member. In lab, students familiarized themselves with their group's SAMBA share, their code editor of choice, etc.	03/08/2017: Same applies here as for Stream A.
03/07/2017: Students were provided with access to PDF copies of the documentation for the PyGame library, along with a book on game design in general. Students succeeded in reproducing and running a simple introductory program using PyGame to draw shapes on their screen.	03/13/2017: This group seems to have split in two. One student is working independently on the examples, and the rest are working together at another's computer. For now I'll accept this, as they seem to be making good progress with the PyGame book and examples.
03/08/2017: Students attempted to advance to the second example PyGame game in their reference book, but were unable to run it due to the need for an external file. I encouraged them to keep playing with simpler programs first before advancing. They appear to be trying to advance too fast, without understanding all the fundamental steps required to successfully move on.	03/17/2017: Experimentation continuing to go on primarily with this group.
03/13/2017: This group seemed to get discouraged yesterday, so I encouraged them to continue with the examples and not give up. I think the reality of the complexity of PyGame is setting in, so I may need to give them a basic movement script to build off of.	03/20/2017: Graded assessment of group performance (25% of grade) and peer evaluation (75% of grade). This group did OK, with some intra-group issues being the main problem.
03/15/2017: I worked with this group to get a single sprite moving around with the arrow keys. I asked them to look in the book for ways to do it, and they successfully found the appropriate code to do so. I helped them with some issues they had with moving along the X and Y axes correctly, and by end of class they were excited about being able to move the sprite around.	03/27/2017: This group continues to stumble around without much direction, although they are clearly learning things. I'm comfortable with giving them enough time to continue doing so for now, but eventually will need to find a way to get them on a more focused track.
03/20/2017: Graded assessment of group performance (25% of grade) and peer evaluation	03/29/2017: The two leaders of this group successfully wrote a program to move a car

<p>(75% of grade). This group did well.</p>	<p>around the screen, which I guided them through but left as much as possible up to them. They were visibly happy with themselves after they got it to work.</p>
<p>03/21/2017: Continued efforts focused on adding another image to the game surface, which they accomplished successfully by end of class.</p>	<p>03/31/2017: This group asked for help with modifying their program to have the car move when the button is held down. I showed them the initial steps for doing this, then let them work on the rest of the code themselves, to be continued next week.</p>
<p>03/27/2017: This group succeeded in making images smaller on the screen, and moving images individually rather than altogether.</p>	
<p>03/28/2017: This group continued to work with the successful program they made yesterday, and I've encouraged them to think about how to keep score in their game, assign points, etc.</p>	
<p>03/29/2017: Not much progress today, mostly experimentation.</p>	