



## J-Term Course: **Introduction to Game Development with Pygame** (PHY-109-001, #28875, Python 2D Game Prog.)

This course is an introduction to computer programming through an application of the Python language. The elements of the language will be taught as students develop computer games with the Pygame interface to the Simple Directmedia Layer (SDL) library. Students will develop a simple physics engine (algorithms that model object motion and interaction) as well as apply more advanced open-source engines (Box2D). High school math may be helpful but not required. There will be instructive exercises as well as longer project work. The course concludes in a competition with teams battling for survival in virtual arenas.

Video clips and more info: <http://pet.timetocode.org/pygame.html>

