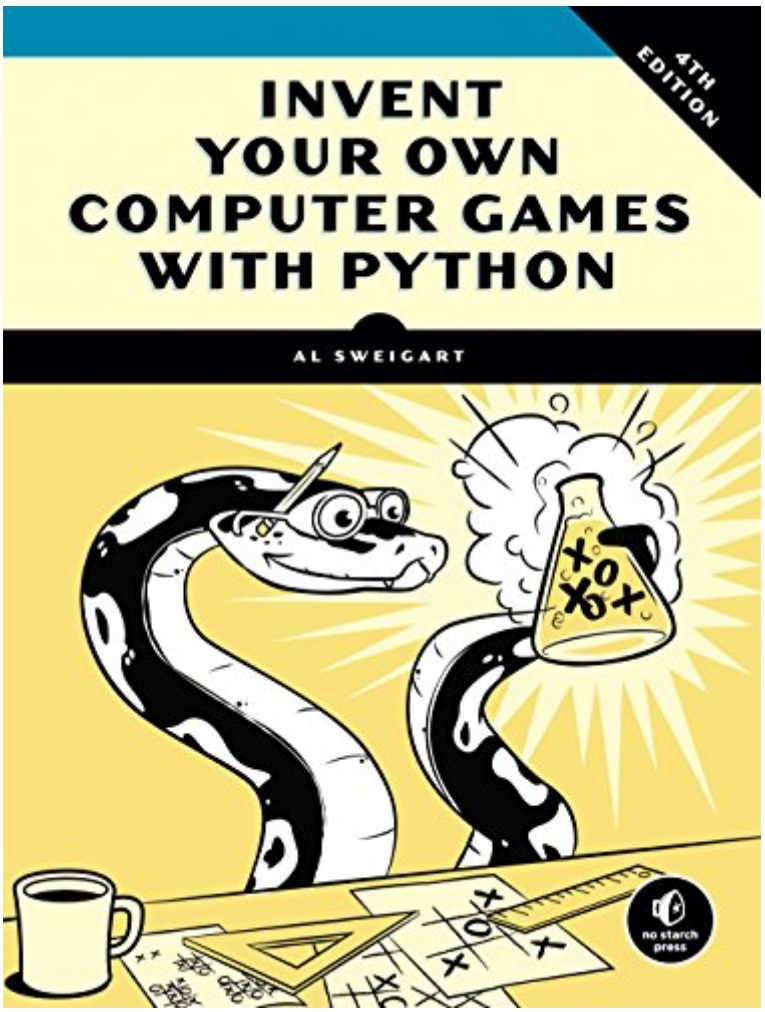
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Invent Your Own Computer Games With Python, 4E



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Synopsis

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming languageÃ¢â ¬â •even if youÃ¢â ¬â„¢ve never programmed before!Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, youÃ¢â ¬â„¢ll learn key programming and math concepts that will help you take your game programming to the next level.Learn how to:Ã¢â ¬â œCombine loops, variables, and flow control statements into real working programsÃ¢â ¬â œChoose the right data structures for the job, such as lists, dictionaries, and tuplesÃ¢â ¬â œAdd graphics and animation to your games with the pygame moduleÃ¢â ¬â œHandle keyboard and mouse inputÃ¢â ¬â œProgram simple artificial intelligence so you can play against the computerÃ¢â ¬â œUse cryptography to convert text messages into secret codeÃ¢â ¬â œDebug your programs and find common errorsAs you work through each game, youÃ¢â ¬â„¢ll build a solid foundation in Python and an understanding of computer science fundamentals.What new game will you create with the power of Python?The projects in this book are compatible with Python 3.

Book Information

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Customer Reviews

I have used this book to teach 8-12 year old students in my town. The lessons build nicely on each other so that the students are gradually ramped up onto harder lessons. Recommended.

Well chosen material, starting basic and ramping up nicely. Great games. The approach of having students type in the programs is a good idea! Teaches many things. Code explanations are thorough, systematic, clear. Definitely recommend this book.

The games aspect make it more interesting to keep moving on through the chapters. I like it.

If You follow this guy and watch Him work, it is impressive. The keystrokes and thoughtpatterns that are on display by Al can really inspire You. All His books and YouTubelessons are just plain awesome. Kudos to Al Sweigart, really a Master of his Trade.

I wanted a quick intro to Python and keyboarding the exercises in this book did that. I followed this up with Sweigart's other Python book, "Making Games with Python and Pygame" and am now using Python to create some impressive user interfaces for industrial hardware.

excellent book

This book is very good for who are beginners in programming in general and want to start off with a easy but powerful language such as Python. The author created and written this book in such an ideal way for beginners, in several ways.- The syntax and explanations he gives are easy and straight to the point, and sometimes even funny.- When introducing some complex concepts, the author has a way of comparing them to something you are familiar with. I really like that.- The pictures and graphics this book has are really comforting- The author makes programming fun, which is the key for beginners to really get into it.- Learn how to create fun,complex games you actually use in the real world! all while the author guides you while doing it. There is never a moment where you are too confused.All in all, get this book while you can at this price! I have gone through so many Python books and most of them almost never cater to beginners as the author, Al

Sweigart does. This book starts you from the ground up, and is the perfect book to start off in, if you want to advance further in development. This book is a must-have.

This is an ideal resource for anyone with an interest in designing their own computer games, whether it be the simple Hangman or Tick-Tack-Toe variety or something more complex and advanced. Author Sweigart certainly has the credentials to teach others how to go beyond simply playing computer games to actually inventing them since he is a software developer whose own initial interest in video games has led to this 4th edition of his original Invent Your Own... book. This book provides the reader not only with a solid education in Python but helps them gradually expand their capabilities into creating unique game inventions for their own amusement.

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