Invent Your Own Computer Games with Python, 2nd Edition

By Al Sweigart

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2.1 Edition

For Caro, with more love

than I ever knew I had.

A Note to Parents and Fellow Programmers

Thank your for reading this book. My motivation for writing this book comes from a gap I saw in today's literature for kids interested in learning to program. I started programming when I was 9 years old in the BASIC language with a book similar to this one. During the course of writing this, I've realized how a modern language like Python has made programming far easier and versatile for a new generation of programmers. Python has a gentle learning curve while still being a serious language that is used by programmers professionally.

The current crop of programming books for kids that I've seen fell into two categories. First, books that did not teach programming so much as "game creation software" or a dumbed-down languages to make programming "easy" (to the point that it is no longer programming). Or second, they taught programming like a mathematics textbook: all principles and concepts with little application given to the reader. This book takes a different approach: show the source code for games right up front and explain programming principles from the examples.

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Thank you again for reading this book, and feel free to email me any questions or comments.

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