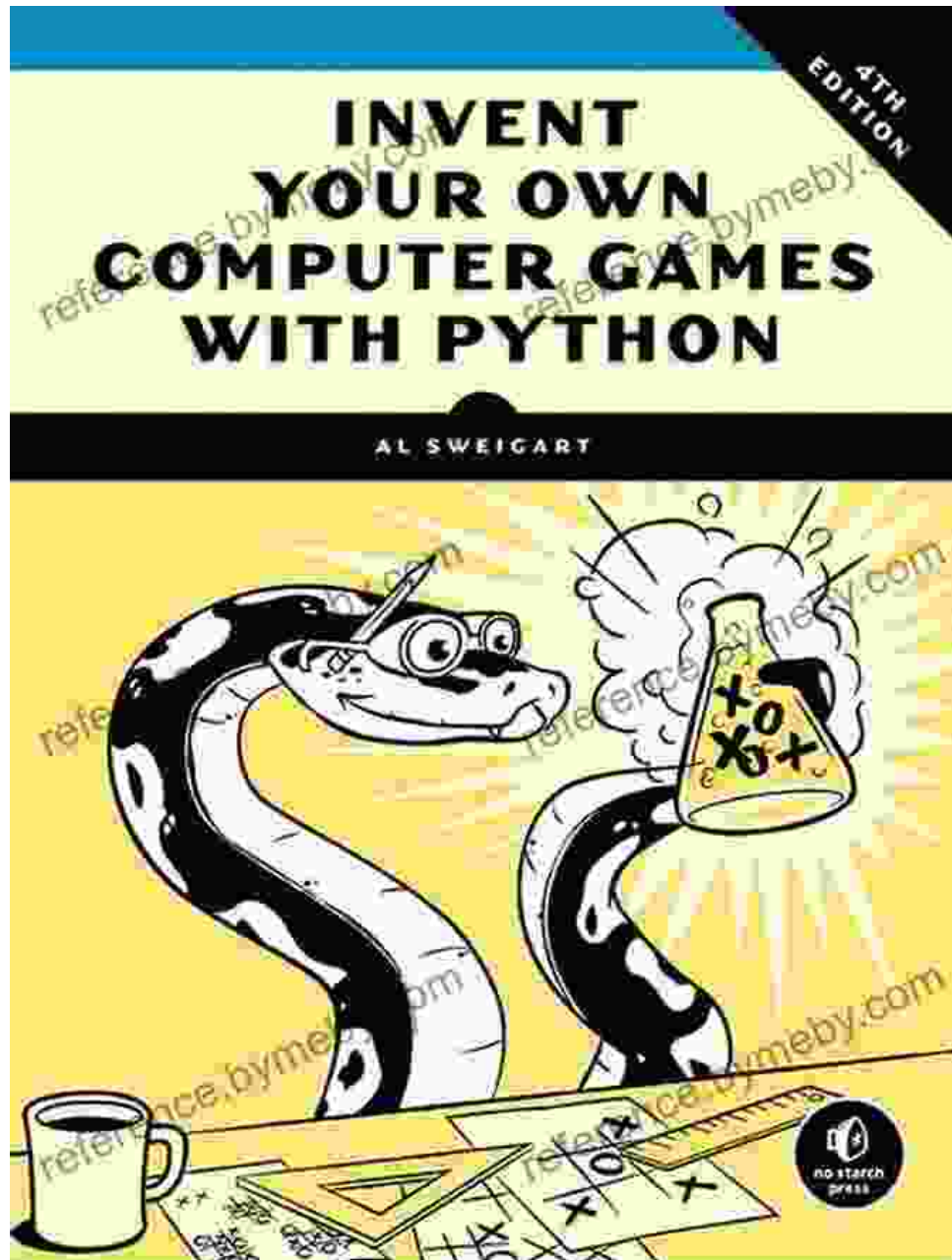


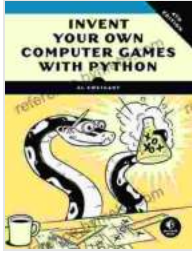
Invent Your Own Computer Games with Python 4th Edition



Invent Your Own Computer Games with Python, 4th Edition by Al Sweigart

★★★★☆ 4.7 out of 5

Language : English



File size	: 23597 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
X-Ray	: Enabled
Print length	: 377 pages



Learn to Code and Create Your Own Computer Games with Python

Have you ever wondered how computer games are made? Have you ever wanted to create your own games? Now you can with *Invent Your Own Computer Games with Python, 4th Edition*. This book will teach you the basics of game design and programming, using the popular Python programming language.

With step-by-step tutorials and engaging exercises, you'll learn how to:

- * Create simple games like Tic-Tac-Toe and Pong
- * Add graphics, sound, and music to your games
- * Control game characters and objects
- * Create game levels and worlds
- * Share your games with others

Whether you're a beginner or an experienced programmer, *Invent Your Own Computer Games with Python, 4th Edition* has something for you. With over 500 pages of content, this book is packed with everything you need to know to get started creating your own computer games.

What's New in the 4th Edition?

The 4th edition of *Invent Your Own Computer Games with Python* has been completely revised and updated to include:

* Coverage of the latest version of Python, Python 3 * New tutorials on creating games for mobile devices and the web * New exercises and challenges to help you learn and apply the concepts * A new chapter on artificial intelligence in games

Who is This Book For?

Invent Your Own Computer Games with Python, 4th Edition is for anyone who wants to learn how to create their own computer games. This book is perfect for:

* Beginners who have no programming experience * Experienced programmers who want to learn how to create games * Game enthusiasts who want to learn more about the inner workings of games

About the Author

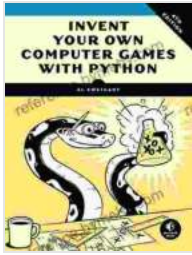
Al Sweigart is a software engineer and author who has been teaching people to code for over 20 years. He is the author of several books on Python programming, including Automate the Boring Stuff with Python and Head First Python.

Free Download Your Copy Today

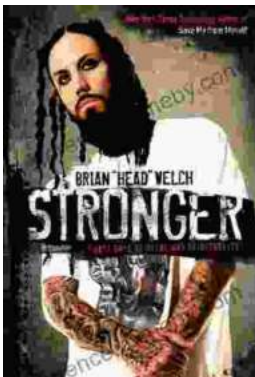
Invent Your Own Computer Games with Python, 4th Edition is available now from Our Book Library, Barnes & Noble, and other major retailers. Free Download your copy today and start creating your own computer games!

Invent Your Own Computer Games with Python, 4th Edition by Al Sweigart

★★★★☆ 4.7 out of 5

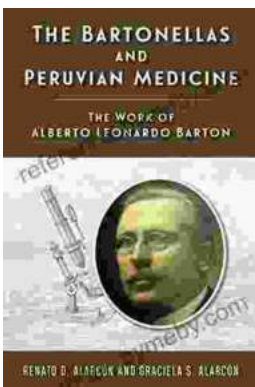


Language : English
File size : 23597 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
X-Ray : Enabled
Print length : 377 pages



Stronger: Forty Days of Metal and Spirituality

A 40-day devotional that explores the intersection of heavy metal music and Christian spirituality. Stronger is a 40-day devotional that...



The Work of Alberto Leonardo Barton Rutgers Global Health

Who is Alberto Leonardo Barton Rutgers Global Health? Alberto Leonardo Barton Rutgers Global Health is a leading expert in global...