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## Pyweek: Making games in 7 days

*Tuesday, 10 July 2007 12:00 (30 minutes)*

The objective of this talk is to encourage people to participate in pyweek. We explain what the contest is, when it takes place, who can and does participate and why everybody should. A quick review of the most unique games is given, plus an account of the fun experience we had developing our entries. We also talk about how python is the perfect match for this kind of tight schedules, and about what the contest brings back into the python community.

### Summary

- 150 new games made with python, in only 2 years
- a very busy week, twice a year
- our first pyweek: STIM
- the challengers
- peer review and voting
- the winners
- lessons learned
- the pyweek.draw 64k challenge
- pyweek again: making Typus Pocus
- strategies
- splitting the tasks
- iterating over features
- the challengers
- the winners
- wrapping up
- original games
- tools, libraries: new and improved
- more people learning python and how to make games with python
- improve coding, teamwork & nunchaku skills
- the next one is very soon!

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**Session Classification:** Games