



## Pytch Taster: Creative Coding in 15 Minutes

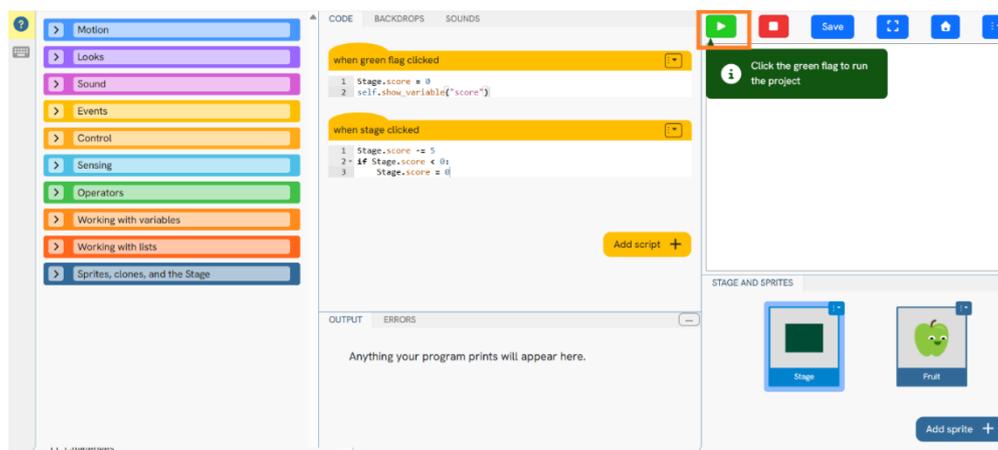
Pytch is a free creative coding environment developed at Trinity College Dublin. It is designed to help learners bridge from block-based coding (like Scratch) to writing Python code while building something fun. Today we're going to explore the Shoot the Fruit game. We've included links so you can try it again later too.



### Try the finished game

<https://www.pytch.org/app/suggested-tutorial-demo/script-by-script-shoot-the-fruit>

Click the **Demo** button to load the completed project. From here you can play the game and see how it works. By the end of today's session you'll be able to make some changes using code. You might try to change the background, the scoring or the size of the fruit.



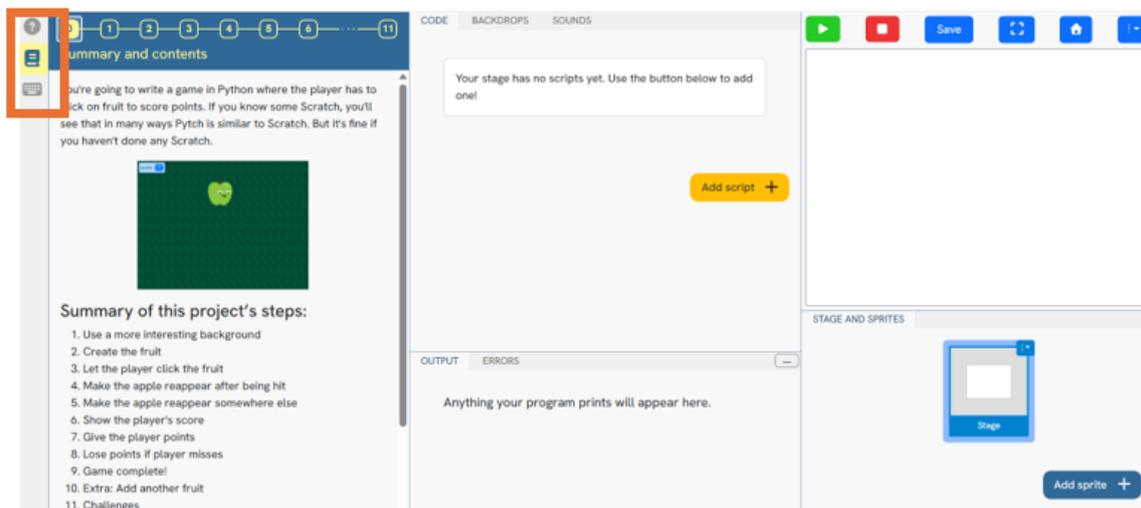
## Build the game with the tutorial

<https://www.pytch.org/app/suggested-tutorial/script-by-script-shoot-the-fruit>

Click the **Tutorial** button, this will open an empty project and guide you through building the game step by step.

We will complete the first step together and then you can try following the next steps. We'll be here to help with any questions while you try it out.

If you get stuck you can check out the Help button in the top left hand corner  You can return to the tutorial by clicking the lesson content button right below 



## Next steps

Pytch has loads of fun tutorials with step-by-step instructions for building games and animations.

<https://www.pytch.org/app/tutorials/>

There is also an eight-week lesson plan available to download and follow:

<https://pytch.scss.tcd.ie/lesson-plans/>

Please contact us if you have any questions or feedback at [info@pytch.org](mailto:info@pytch.org).