

Lecture 19 - Building our game.

Install for Game - <https://youtu.be/Fm3Ncly1ssE>

Game Overview - <https://youtu.be/wU77inWHpDs>

From Amazon S3 - for download (same as youtube videos)

[Install for Game](#)

[Game Overview](#)

The space invaders game is in Chapter 12, 13, 14 in the book. You can access the code at <https://github.com/ehmatthes/pcc>.

on Mac or Linux in a terminal:

```
$ cd
$ mkdir Projects
$ cd Projects
$ git clone https://github.com/ehmatthes/pcc
$ cd pcc
```

On Windows in the PowerShell:

```
C:\> mkdir Projects
C:\> cd Projects
C:\Projects> git clone https://github.com/ehmatthes/pcc
C:\Projects> cd pcc
```

Basically all the code is there. So let's get it running using the VSCode tool.

Demo of using VS Code for hello-ty.py and the game.

Let's walk through the code. We will need to have a good understanding of how the code works to integrate it with TensorFlow.

Your task (homework/assignment) is a "hello world" for the game and TensorFlow.

200pts - Homework 8. Get all of this installed, pygame, use git to pull a copy of the game down, install TensorFlow. Use the "hello-tf.py" program to run and get the version of TensorFlow.

Hello World for TensorFlow:

```
import tensorflow as tf

print ( f"TensorFlow Version: {tf.__version__}" )
```

When I run it I get:

```
2020-11-01 11:25:41.636582: W tensorflow/stream_executor/platform/default/dso_loader.cc
2020-11-01 11:25:41.636636: I tensorflow/stream_executor/cuda/cudart_stub.cc:29] Ignore
TensorFlow Version: 2.3.1
```

GPUs and NPUs
