FallDown – README

**Development Environment Description:**

Falldown was developed in Ubuntu 14. For version control, GitHub was used. Because Ubuntu was used, Pygame needed to be compiled from source then installed. If running the game in an Ubuntu environment, follow the directions from the following URL to install dependencies and install: <http://www.pygame.org/wiki/CompileUbuntu>

**Installation Assumptions:**

1. Python Version 3.3.x is installed - <https://www.python.org/downloads/>
2. PyGame 1.9.x Is installed - <http://www.pygame.org/download.shtml>

**Installation Instructions:**

*Windows:*

1. Navigate to the FALLDOWN repo on GitHub - <https://github.com/Beavotropper2/FallDown/>
2. Click “Download ZIP” on the right side of the page
3. Extract the archive to desired location
4. Navigate to the extracted directory and open “falldown”
5. If Python 3.3.x and Pygame 1.9.x are installed correctly, the game will begin to run.

*Ubuntu:*

1. Navigate to the FALLDOWN repo on GitHub - <https://github.com/Beavotropper2/FallDown/>
2. Click “Download ZIP” on the right side of the page
3. Extract the archive to desired location using a bash shell
   1. example: “unzip falldown.zip –d destination\_directory”
4. From the shell, navigate to the destination\_directory
5. Use the following command to execute the program
   1. “python3 falldown.py”

**All game tutorials are available from the same directory in GitHub**

**Following are a list of resources that were helpful in the success of the game:**

1. <http://programarcadegames.com/>
   1. This site contains a vast amount of very useful information. The author is an instructor at Simpson College for computer science. The table of contents is a great place to start for the most inexperienced of python and pygame.
   2. There are example programs that demonstrate a variety of useful features in simple games such as sprite manipulation, collision, map scrolling, and much more.
2. <http://www.youtube.com/watch?v=mTmJfWdZzbo>
   1. This is about a three hour lecture of Pygame. This tutorial is more in depth than the first resource. I would recommend starting this tutorial after one is more comfortable with the concepts of the previous website.