This game runs using python 3.5 or later. To access the files use the IDE of your choice. The library’s used are listed below:

**Built Ins**

* Time
* Csv
* Random
* OS

**Externals**

* Pygame

Installation instructions for pygame can be found by following the link below.

<https://www.pygame.org/wiki/GettingStarted>

**Running instructions:**

Extract all files and folders in to a dedicated directory and run Main.py. If extraction occurred successfully this should run the game.

The files that are included are: Main.py, gamedata.py, eventhandler.py, av\_data.py. The required sound files are found in sounds. The required image files are found in images.