SET

# Manual

Because our final project is a game, the use of our code speaks for itself. However we will still explain how to get the program started and all the mechanics the player of our game should know about.

Step 1. Getting the program running

To play the game, the player must have all the documents within our zip file/github?? Downloaded into the same folder. Next they should make sure pygame is installed. If they’re unsure because they have never used it before they can follow the steps explained on: <https://www.geeksforgeeks.org/how-to-install-pygame-in-windows/>   
After pygame has been installed, the file called ‘Main code.py’ can be opened on any preferred IDE. As soon as the player runs the code the game screen should open and the game can begin.

Step 2. Start screen

A screenshot of a computer

Description automatically generatedOnce the game has been opened the start screen will be displayed with a total of 6 buttons, as seen in Figure 1. The player can click on each of these buttons. The four coloured ones display the difficulty levels, if any of these are clicked the game will start on the selected difficulty. In the top left there’s a button with which a player can exit the game.

Figure The start screen