Instructions for Running Interactive Map

Updated: 9/18/23

**Use the same Python, pip and pygame installations as is used for the Game Kiosk Project.**

1. Create a new folder (anywhere that you would like) and call it “Interactive Map”
2. In GitHub, download the files and unzip to this folder you just created
3. Open that folder in Visual Studio Code (the folder open should look like that below)

A screenshot of a computer

Description automatically generated

1. Open the file that says “runThis.py” and the map should run.