

Comment installer le jeu ?

Installation :

<https://github.com/Nardre/ES/>

The screenshot shows the GitHub repository page for **Nardre / ES**, which is marked as **Public**. The repository has 06f1658766 as the current commit, 1 branch, and 0 tags. The file list includes a directory **es** and two files, **es.tar.gz** and **es2.tar.gz**, each with an "Add files via upload" link.

The **Code** dropdown menu is open, showing options for cloning the repository. The **Clone** section is active, displaying the repository URL **https://github.com/Nardre/ES.git**. Below the URL, it says "Use Git or checkout with SVN using the web URL." The **Download ZIP** option is highlighted with a red rectangle.

Local Codespaces

Clone

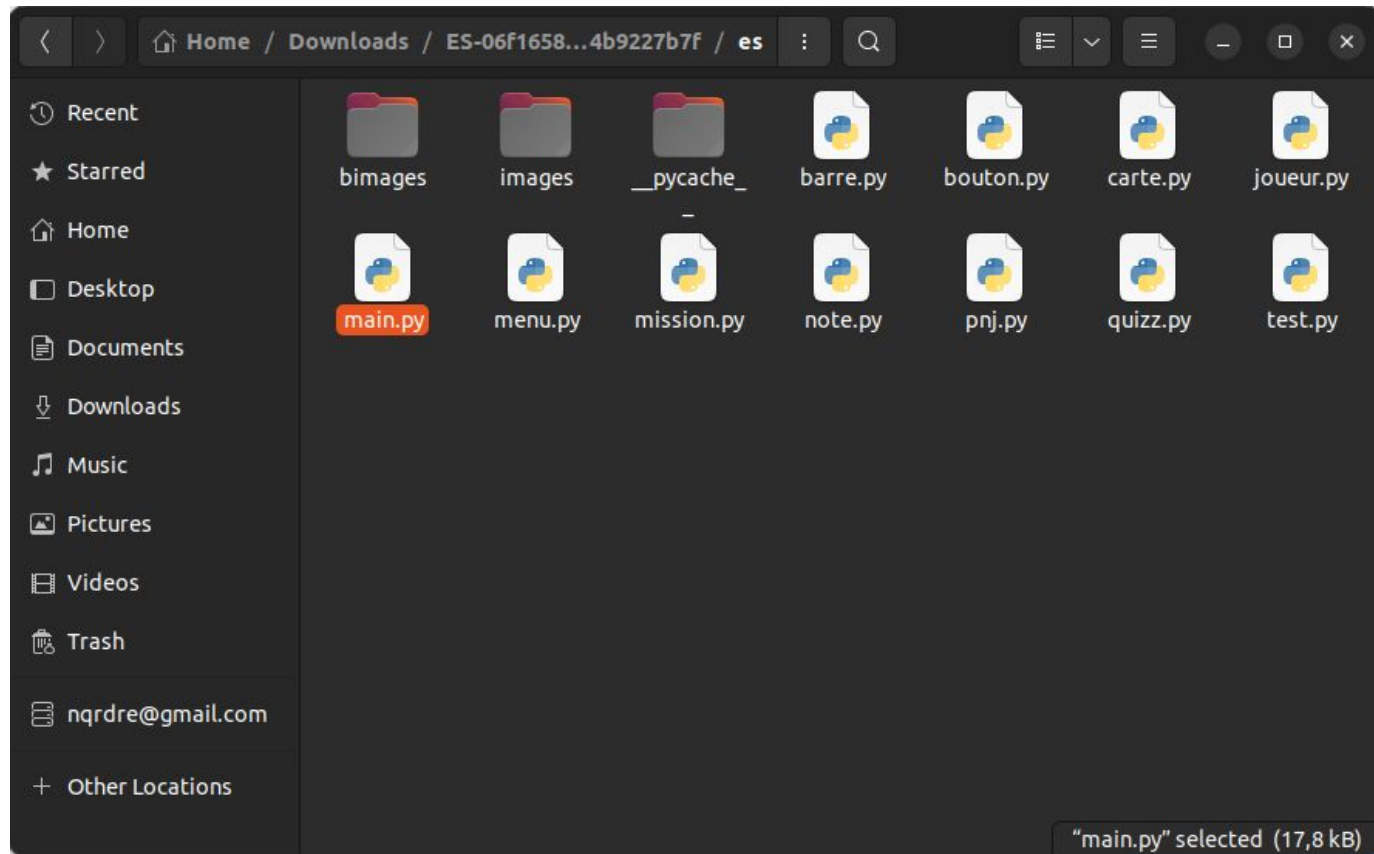
HTTPS SSH GitHub CLI

<https://github.com/Nardre/ES.git>

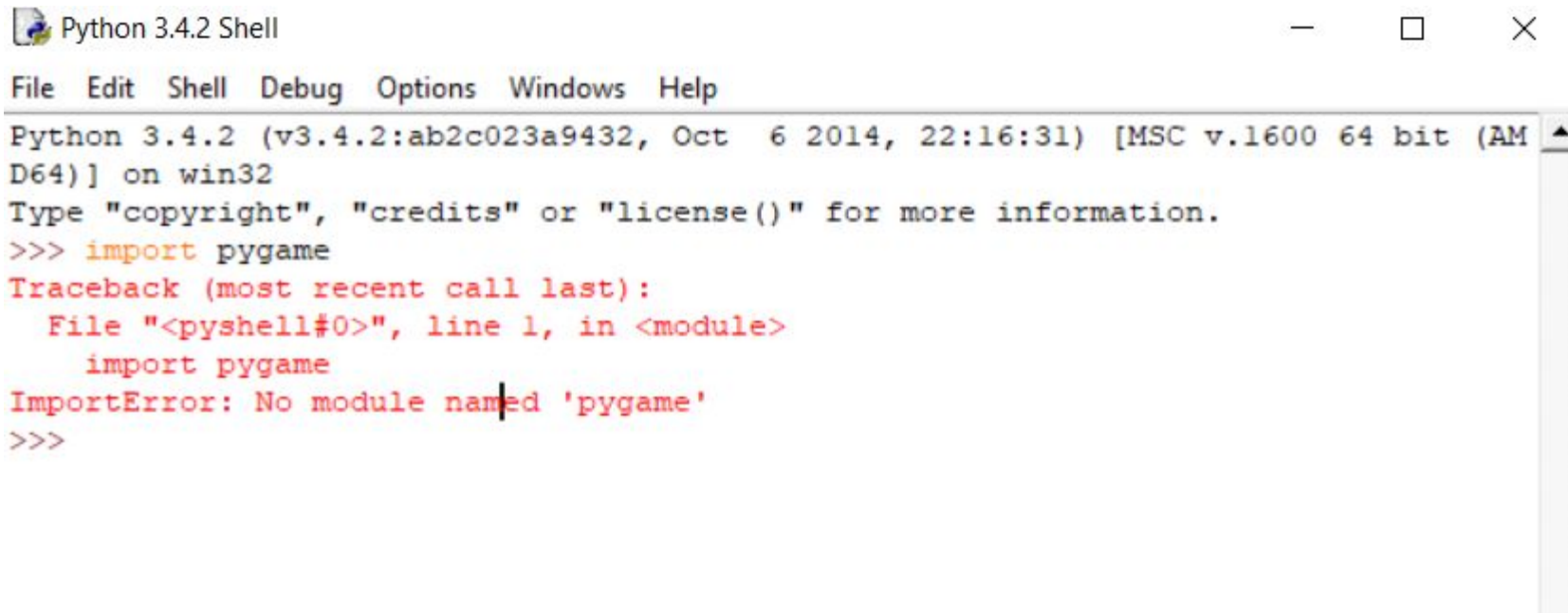
Use Git or checkout with SVN using the web URL.

Download ZIP

Unzip et lancer “main.py” dans n’importe quel IDE (pyzo, spider, VScode) ou terminal

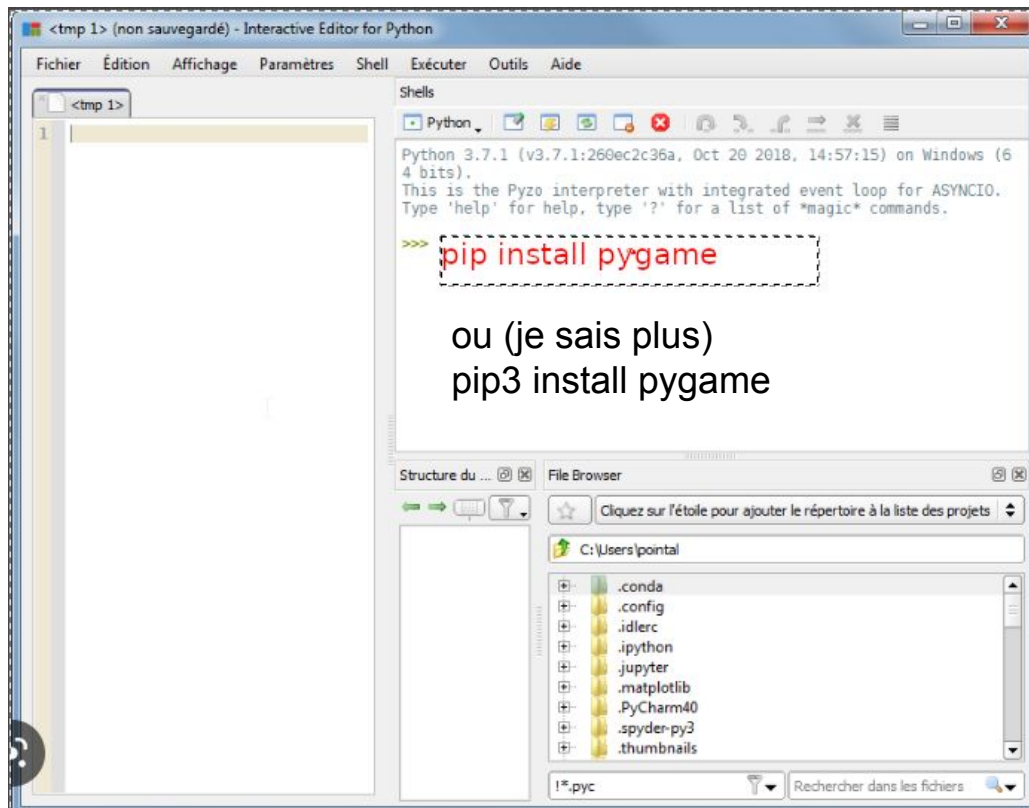


lancer le “main.py” et régler l’erreur “No module named ‘pygame’ ”

A screenshot of a Python 3.4.2 Shell window. The window has a title bar with the text "Python 3.4.2 Shell" and standard window controls (minimize, maximize, close). Below the title bar is a menu bar with the following items: File, Edit, Shell, Debug, Options, Windows, and Help. The main area of the window contains the following text:

```
Python 3.4.2 (v3.4.2:ab2c023a9432, Oct 6 2014, 22:16:31) [MSC v.1600 64 bit (AMD64)] on win32
Type "copyright", "credits" or "license()" for more information.
>>> import pygame
Traceback (most recent call last):
  File "<pyshell#0>", line 1, in <module>
    import pygame
ImportError: No module named 'pygame'
>>>
```

Entrez la commande “pip install pygame” qui va installer le module pygame, nécessaire afin d’avoir une interface graphique



Fin de l'installation

commandes:

- clic gauche (interagir)
- clic droit (afficher les textes)
- échap (retour au menu)

