**User Guide**

Installation Instructions for Alien Evasion:

* Download the returnto\_sleep.zip folder onto your designated computer.
* This should include the README.docx, DESCRIPTION.docx, CONTRIB.docx and the PEER\_REVIEW.csv files, in addition to (\*) :
* AlienEvasion.py (The Python source code)
* Nebula.jpg, monster.png and spaceship.png

(All of the external image files used in the game)

* Left\_Behind.mp3 and Whoosh.wav

(All of the external sound files used in the game)

* All of the (\*) files must be downloaded for the game to function properly.
* In addition, the user must have Python 3.x and Pygame 1.9 (or a later version) installed on their computer.
* Optional: Create a new folder on your designated computer, and name it “Alien Evasion” and copy all of the (\*) files in there.
* Once ready, either:
* Click on the alien\_evasion.py file directly from the folder to play
* OR open an IDE such as IDLE, open the alien\_evasion.py file and run this by pressing F5.
* If you like, you could also download any images/sound files you want and use them in the game. Either by changing the code accordingly or use the same naming conventions as mentioned in (\*). Remember to save the files in the same folder as the alien\_evasion.py file.
* Remember to make note of the type of any files you use, ie .jpg/.png/.mp3/.wav etc.

And one final thing - Enjoy the game!