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README file for Ball Drawing Design Game

Our game involves a 'ball' that traces a path based on where the user clicks. The first click will make the ball move in the direction of the click. The second click will make the ball stop. The goal is for the user to draw out the design shown in the background. The user is trying to get the highest score possible by covering as much of the white lines in the background design as possible, while covering as little of the black background space as possible, and using as few clicks as possible. So, the best way to get a good score is to use very few clicks to create a path that accurately matches the background design, tracing the white lines and avoiding black.

To play the game, the user needs to download the video_game.py code, along with all the gif files and png files in the SoftDesHW6 folder on GITHUB. In order to change the background design the user will attempt to create, the user needs to change the file name of the png picture file with the design they want to attempt to 'cool_pic5.png', and keep it in the same folder as the video_game.py file. The user needs to go to the terminal in ubuntu, cd into the directory with the video_game.py file and the gif and png files, and then type python video_game.py to run and play the game.