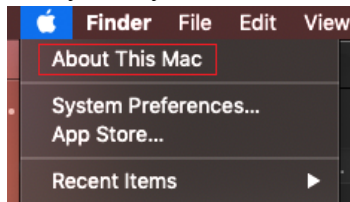


# Installation for Mac

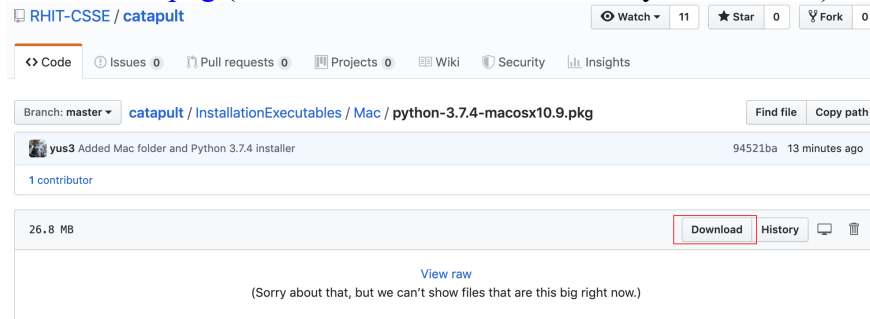
## A. Installing Python

1. Make sure your Mac OS is update to date, or at least at 10.9. Click on the Apple Logo on the top-left corner of your screen, then click on “**About this Mac**” to verify the system version.

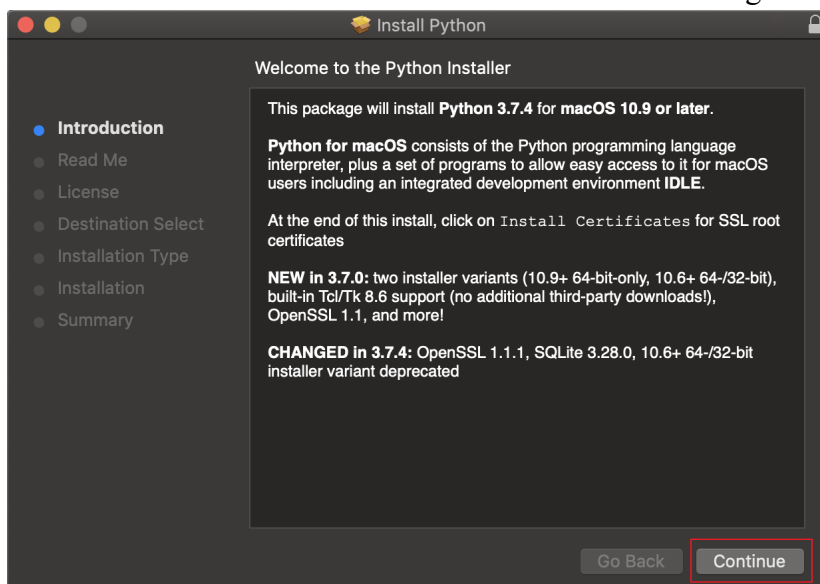


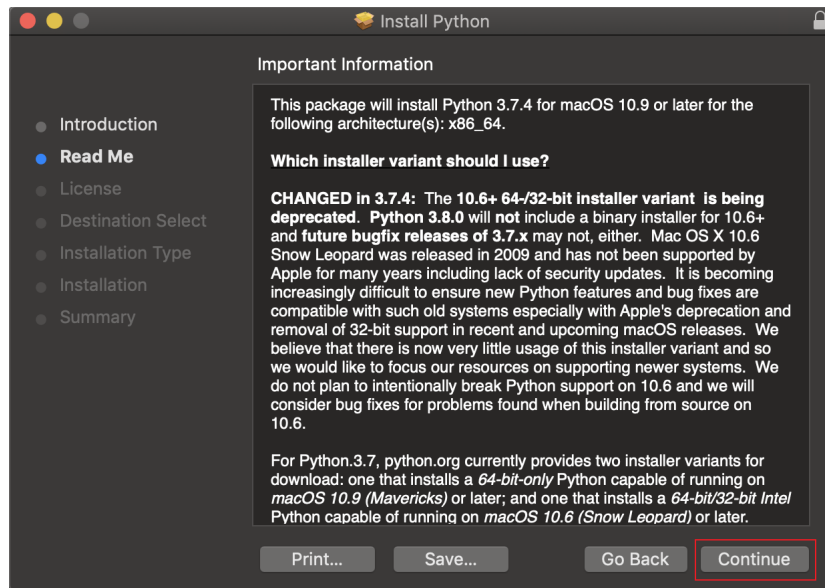
If the system does not meet this requirement, go to “**System Preferences**”, then “**Software Updates**” to update.

2. Download the installer of Python 3.7.4 from this link: <https://github.com/RHIT-CSSE/catapult/blob/master/InstallationExecutables/Mac/python-3.7.4-macosx10.9.pkg> (downloaded from the Official Python website)



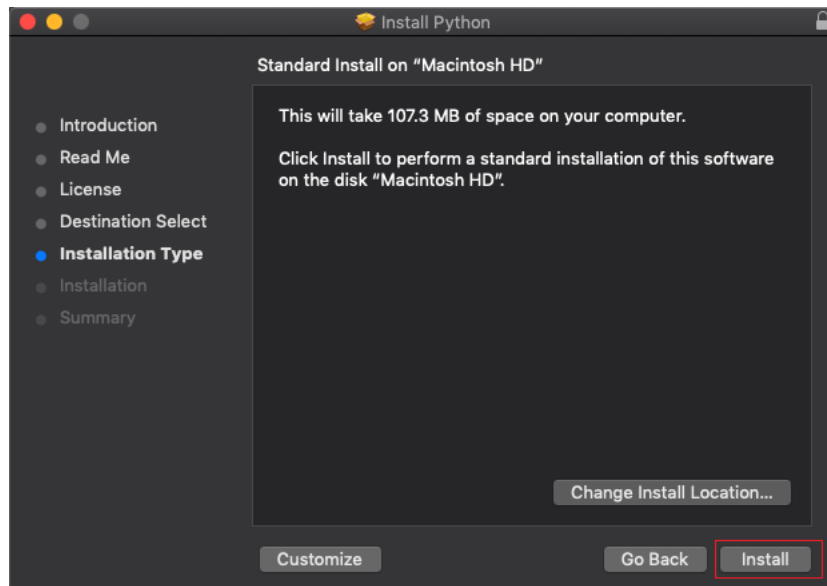
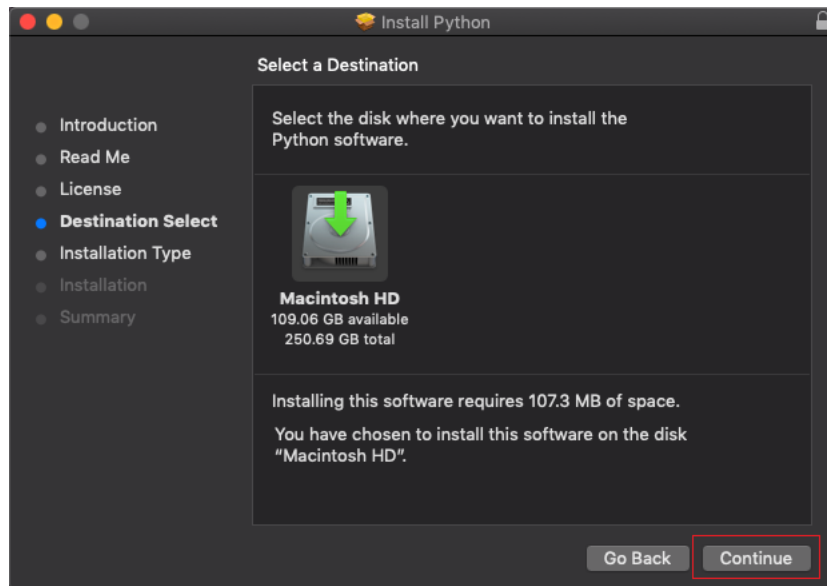
3. Open the installer and you shall see the screen below, follow the red rectangles on each screen to finish the installation with all default settings.





If a window pops up for Confirmation of the Agreements, click “**Agree.**”

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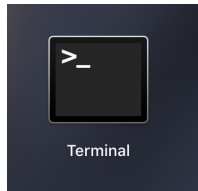


Wait for the installation to finish, then exit the installer.

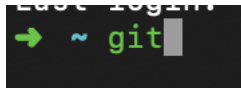
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## B. Installing Git

1. Open Terminal from your App Launchpad:



2. Type “git” in the Terminal window and hit enter



3. If you do not have git installed, it should pop up a window and prompt you to install Xcode Command Line Tools. Click “install” and wait for the process to finish.

## C. Installing PyCharm

4. Download Mac OS X of PyCharm from:

<https://www.jetbrains.com/pycharm/download/#section=mac>, select the

“Community” version to download.

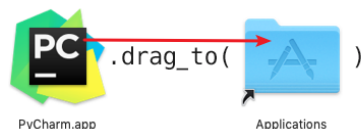
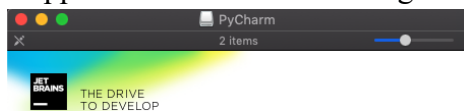
### Community

For pure  
Python development

DOWNLOAD

Free, open-source

5. Click to run the installer and drag the “PyCharm.app” on the left to “Applications” folder on the right. Wait for the auto-installation to finish.

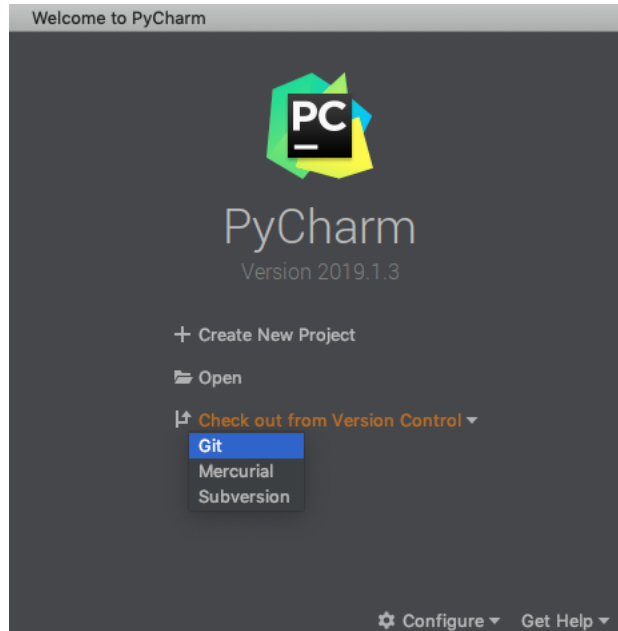


6. Launch PyCharm from Launchpad and add it to your Dock by right clicking on the icon and choosing **Options, Keep in Dock**. Running PyCharm for the first time will ask you to configure the editor, follow the screens below to finish setup.  
[Insert Screenshots Here]
  - Import PyCharm Settings: “**Do not import settings,**” then “**OK**”.
  - Select the user interface theme: Choose a theme that you like, then “**OK**”.

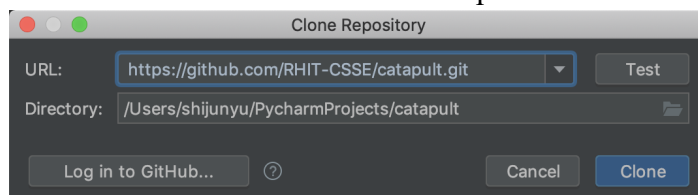
- Download and install additional plugins: No additional plugins are needed; we can just click “OK”.

## D. Checking out project code from GitHub repo

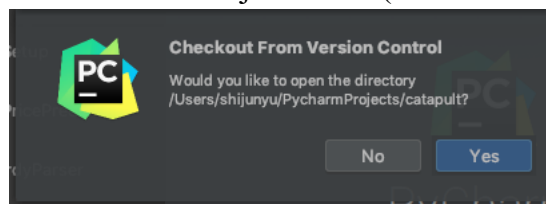
1. Open PyCharm, at the startup window, select “**Check out from Version Control**”, then select “**Git**” from the dropdown menu that pops up.



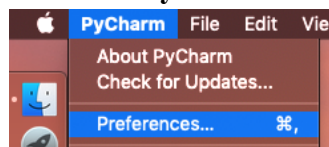
2. Copy and paste “**<https://github.com/RHIT-CSSE/catapult.git>**” into the URL box and click “**Clone**”. Wait for the process to finish.



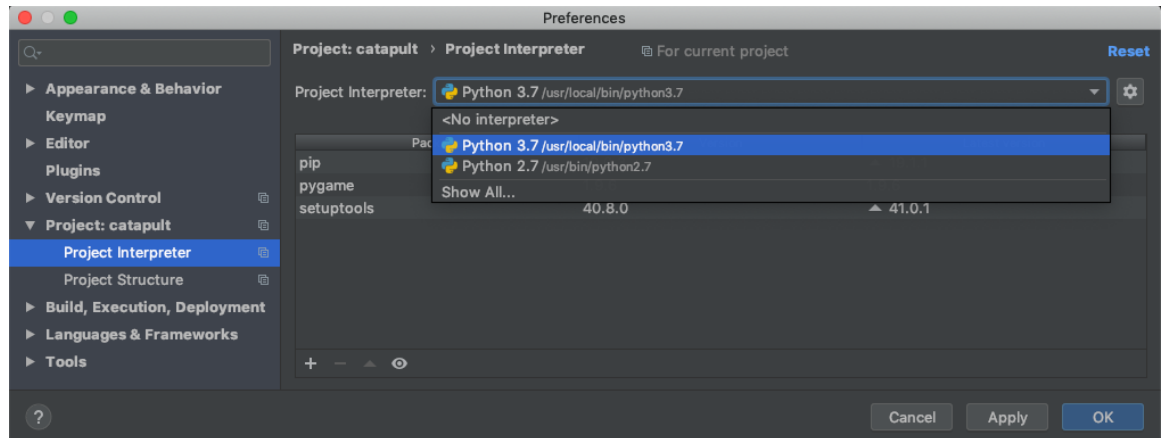
3. Click “Yes” when the Checkout From Version Control window shows up to open the folder that we just cloned(downloaded).



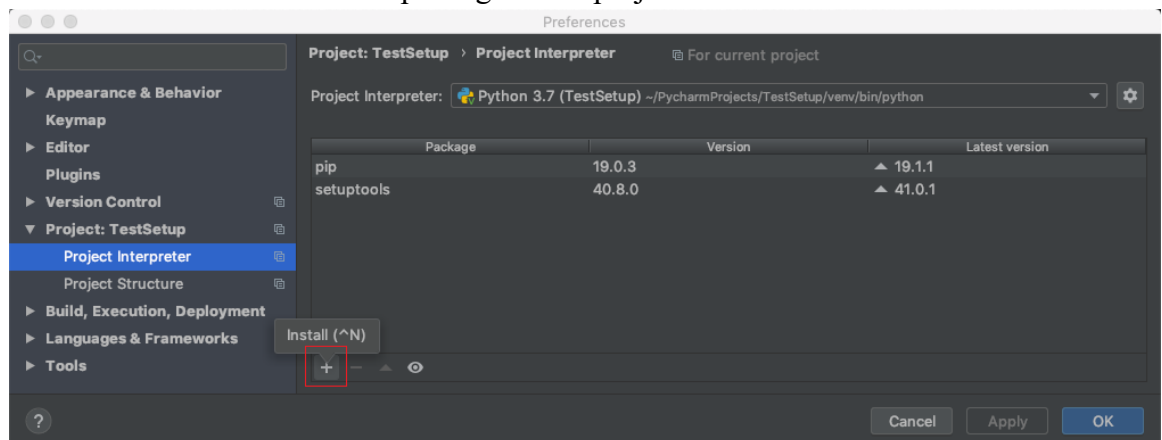
4. Click on “**PyCharm**” on the top-left menu bar, then click “Preferences”



- On the left navigation panel, go to “**Project: catapult**” and expand it, select “Project Interpreter”. (See screen below)  
Verify the Project Interpreter to be Python 3.7: if not, click on the upper rectangle area to open the drop-down menu and select Python 3.7. (Or the latest version of your Python installation)  
Then click “OK”.

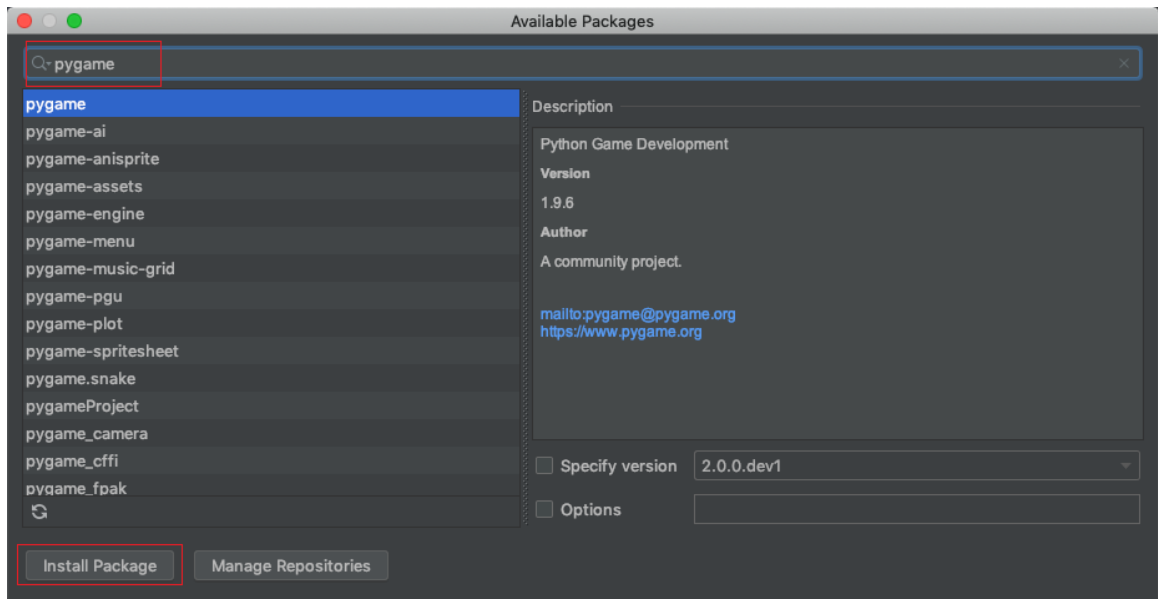


- Click “+” button to add a new package to the project.

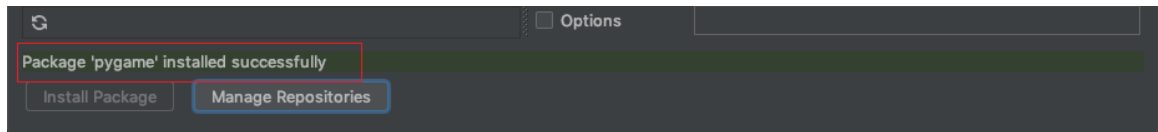


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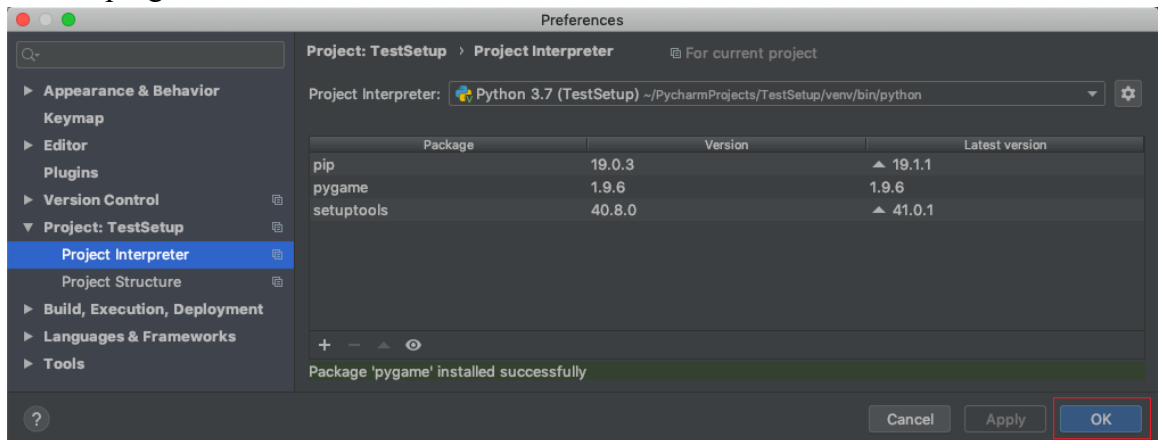
Search for “pygame” and click “Install Package” on the package with the exact name.



It will say “Package ‘pygame’ installed successfully”, then we can close the window.



Back to Preference screen, now click “OK”. Wait for the process to finish on the bottom progress bar.



Now sit back and relax while waiting for other people to finish. Feel free to play around with some python commands!