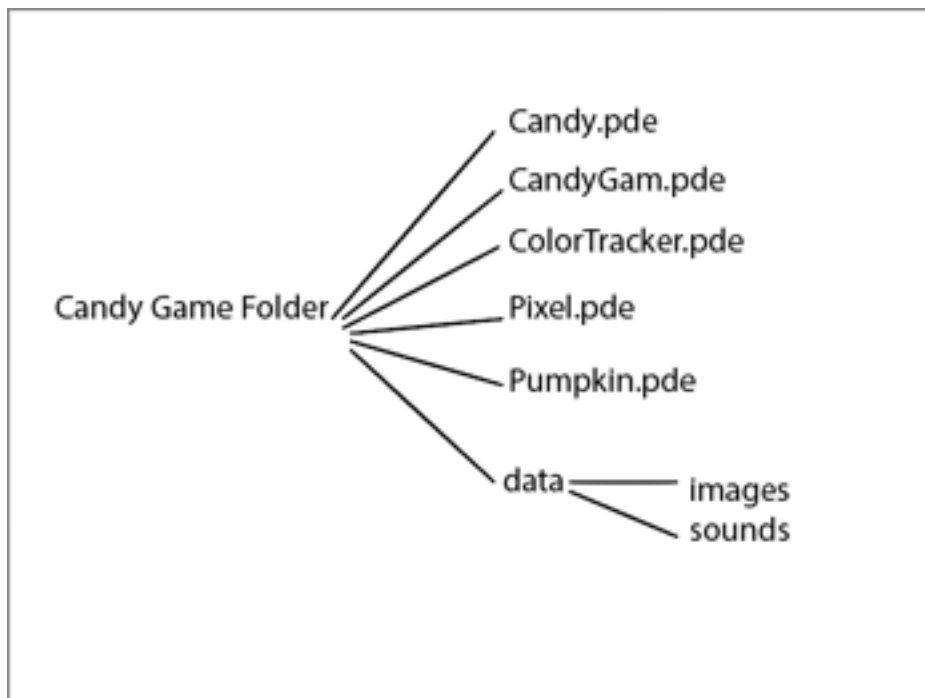# Tutorial

- CandyGame.pde - The code of the game engine.
- Candy.pde - The code of moving candy on the screen.
- ColorTracker.pde - The code of tracking the colour, the
- Pixel.pde - The code of pixels which used for
- Pumpkin.pde - The code of a pumpkin pattern on the bottom of the screen.
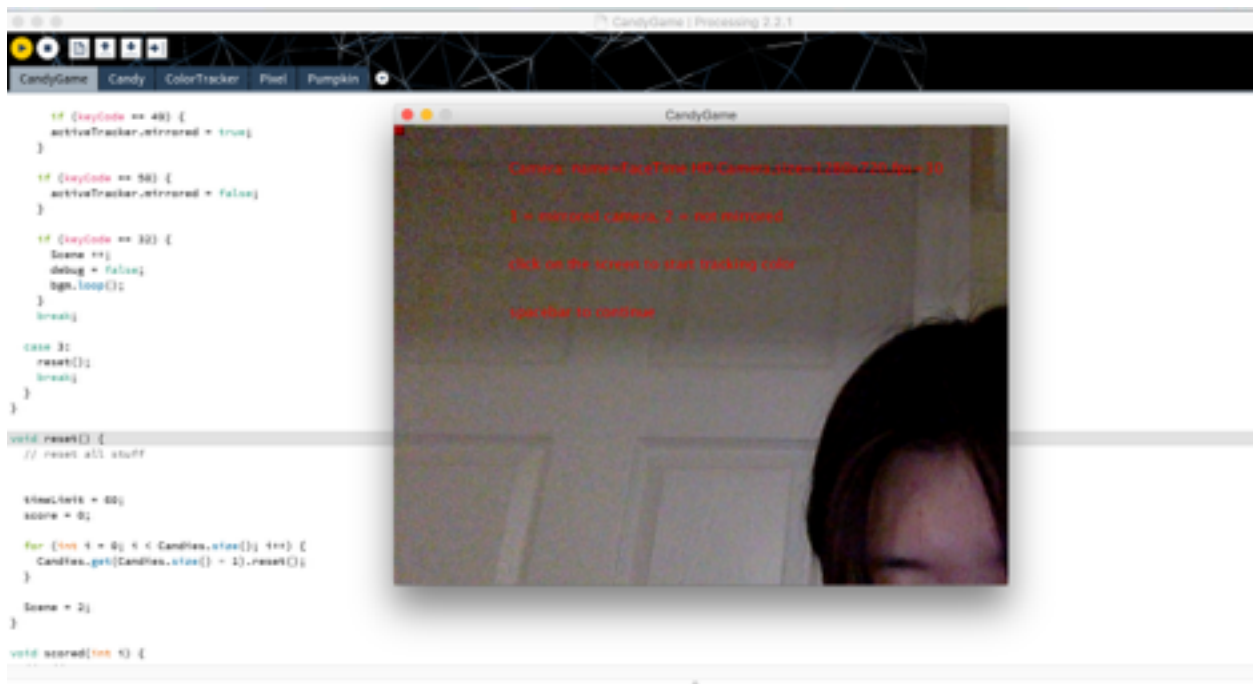- data folder - Include the music, image, and icons.

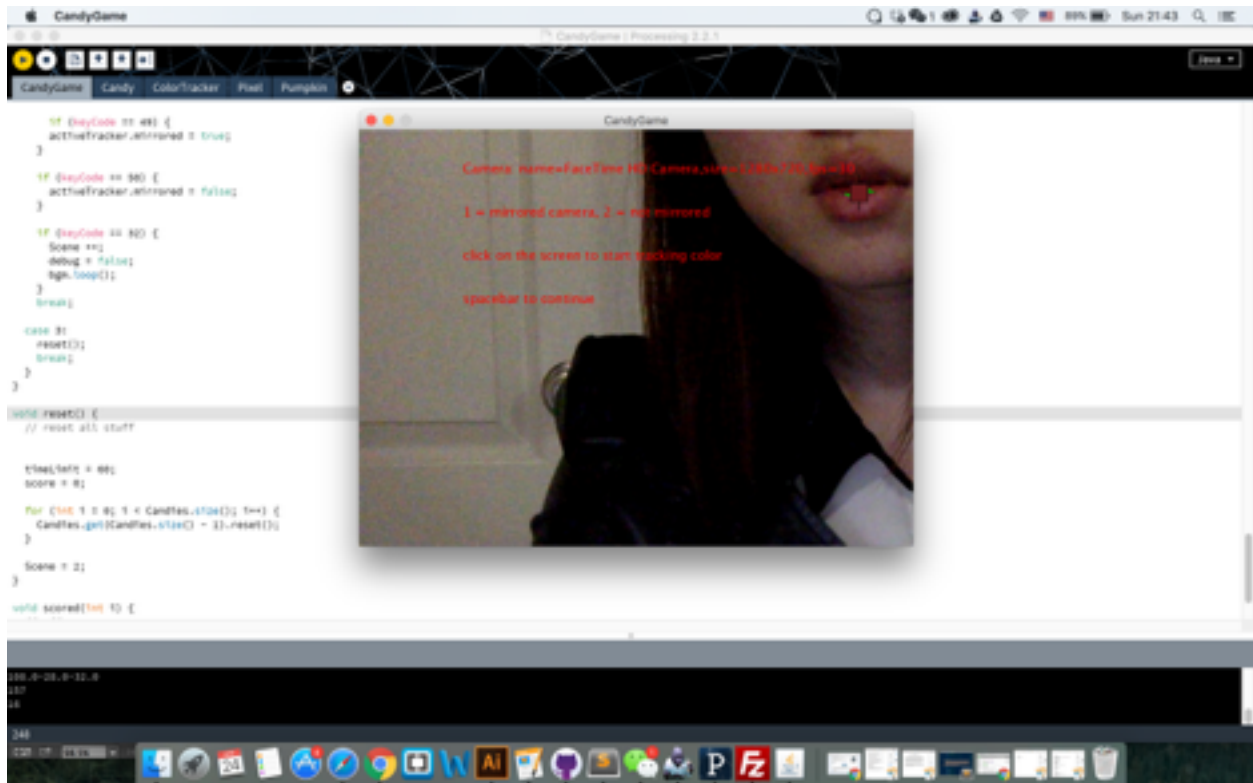All the documents have to put in one folder.

Using processing to open all the .pde folder.

In the CandyGame page, click "Run". The Java application will show automatically.

Then click the your mouth to track the colour.

Once confirm the area, click the spacebar to start the game, then the Candy Collecting image shows on the screen.

Click the screen to start.