Running the Phase 10 Scorekeeper App

This guide explains how to run the Phase 10 Scorekeeper
Python app on your local machine.

Requirements

- **Python 3.6 or newer**
- **Tkinter GUI library** (usually included with Python by
default)

Check if Tkinter is installed

Open a terminal or command prompt and run:

```bash
python -m tkinter
```
If a small window opens, Tkinter is installed correctly. If you get an error, you may need to
install it:

- On **Ubuntu/Debian**:
  ```
  sudo apt-get install python3-tk
  ```

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- On **macOS**, Tkinter is included with the standard Python installation from python.org.

- On **Windows**, Tkinter comes bundled with the standard Python installer.

Running the App

1 **Download or clone this repository**:

```
git clone https://github.com/TheFavaLava/
Phase10Scorekeeper.git
cd phase10-scorekeeper
```
2 **Run the Python script**:

```
python phase10.py
```

3   The GUI window should open, prompting you to enter player names. Follow the on-

screen instructions to play.

Troubleshooting

- If the app does not open or throws errors, check your Python and Tkinter installations.

- Review the log file `~/phase10_launch.log` for launch errors.

- Run the script from a terminal to see any error messages printed.

Feedback and Contributions

Feel free to open issues or pull requests on GitHub if you find bugs or want to contribute improvements!