COMPSCI 270	**Instructor:** Kris Hauser
Homework 0	**Due:** 01/23/2017

1 Set up Project Malmo

Follow these steps to set up and verify that Project Malmo is working correctly. Go to the Project Malmo GitHub page at `https://github.com/Microsoft/malmo`. Scroll down to find the "Getting Started" section.

1. Follow step 1 to acquire the pre-built files for your platform. Version 0.19.0 is the latest version as of this writing, so it is the one we will be using - make sure to download this version number. Avoid the "withALE" versions as we will not be using the Arcade Learning Environment.

2. Follow step 2 to install the necessary dependencies for your platform. Other than Python, you may skip any which are listed as optional.

3. Follow the instructions in the "Launching Minecraft with our Mod" section to launch Minecraft. Note that this may take a while, especially the first time you do this.

4. Once the Minecraft game window has opened and is displaying the main menu, follow the instructions for "Running a Python agent" in the "Launch an agent" section. You will probably need to open a second terminal or command prompt to do so.

Once you have have completed these steps and the example agent runs successfully, copy the provided Python script *hw0_test.py* to your *Python_Examples* directory and run it with the command:

```
python hw0_test.py
```

This script will write output to *hw0_output.txt*, which you must submit on Sakai. This will show us that you have successfully installed Project Malmo.