Lab 6 – Usage Documentation

When we turn in our final project, anyone will be able to use or adapt our final project. From the code alone and the installation of python and pygame 3.2 and visual studio (or similar IDE), any user would be able to play our game and adapt the game’s environment to upgrade or make new versions of the game as they see fit. Our code is reasonable well documented and because it is written in python it is a little bit easier to pick up and manipulate as python has a smaller learning curve. Would any user be able to adapt and implement anything they wanted to just from our code? Not necessarily, our final project will accomplish everything that the design document established as having priority one. Any additional priorities may be implemented or have a pseudocode outline to a greater or lesser extent. Some cases are not even handled by our design document. For example, if someone wished to implement wall jumping there is no existing requirement or area of the code that deals with this concept. Therefore it would fall upon the user to break down these task into chunks and figure out their implementation on their own.

README

Welcome new user! You are about to enter a fun and exciting new world of developing games in python. To get started do the following:

1. Install Visual Studio
2. Install python 3.2. This may require you to uninstall the current version of python that you are using.
3. Install pygame 3.2 and place it inside the same folder as your python installation.
4. Open visual studio and preform and create a new python project.
   1. This will require the user to download the python development libraries which visual studio should prompt the user to do automatically.
5. Inside of the window that has now opened copy and paste the main code of pythonApplication3 into the window and save it. (Found here: <https://github.com/drexel-game-devs/Project_Folder/tree/master/Code/PythonApplication3/PythonApplication3>)
6. Navigate to where you project folder is located and create and save the remaining python files there.
7. Manipulate the code as you see fit.