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Description of How to Run Program

Open `wellesleytriviagamefinal.py` in Canopy, or your preferred Python platform.

Set your current directory to `mhoch_dvanderk_final_project_phase_three`. This folder contains all images and text files necessary to run our program, as well as our program, `wellesleytriviagamefinal.py`.

Run the file. When the first window opens, if you are using a laptop to run our program, click the “Enter the Game Laptop Version” button. This will allow you to view both the game board and the questions at the same time. If you are using a desktop or a large screen, click the “Enter the Game Desktop Version” button.

Select your character (Wanda, Wendy, or Rhys). Once you are satisfied, press the “Start Game” button.

Now, answer the questions to the best of your ability. Once you have answered all seven questions, press the “Finish Game” button for a special surprise.

Final Note: We struggled with the animation a little bit—there will be times when your game piece jumps, duplicates, or does not quite make its destination. We had to set the tolerance rather high for it not to completely miss its destination, and this leads to premature stopping time. Throughout the game, there will be an icon at the science center. Consider this a reminder of where you started. You never truly leave the Science Center.