Sow & Gain
Access & Run Instructions (v4.0)

Project Group 16
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1. Project Overview

- **Name**: Sow & Gain
- **Type**: Pixel-art farming simulation (Pygame)
- **Version**: 4.0

2. Access

- **GitHub Repo**: https://github.com/fzh233/Group16_COMP208
- **Download**: https://github.com/fzh233/Group16_COMP208/releases

3. Installation & Launch

3.1 Installation

1. Download and unzip `sow-and-gain.zip`.
2. (If running from source) install dependencies:

   ```
   pip install -r requirements.txt
   ```

3. All required Python libraries are listed in `requirements.txt`.

3.2 Launch

- **GUI**: double-click `sow-and-gain.exe`.
- **CLI**: run

   ```
   .\sow-and-gain.exe
   ```

4. Source Run (Optional)

1. `git clone https://github.com/fzh233/Group16_COMP208.git`
2. `pip install -r requirements.txt`
3. `python main.py`

5. System Requirements

- Windows 7+, x86/x64 CPU, 2 GB RAM, 50 MB disk
- (Source) Python 3.8+