

Installing Python Project

1. Installing Python
 - a. Download the Python 3.7 installer from [here](#).
 - b. Double click on the installer. Choose the “Install Now” option and continue following the instructions.
 - c. The installation will come with Pip, which is tool for installing Python packages.
2. Installing Pygame
 - a. Download the correct pygame installer from [here](#), based on your operating system.
 - b. Open a command prompt
 - c. Install pygame with the following Pip command: <pip directory> install <pygame installer directory>. E.g. C:\Python37\Scripts\pip install C:\downloads\pygame-1.9.4-cp37-cp37m-win_amd64.whl
3. Running the project
 - a. Download project master branch from git repository (<https://github.com/ga6198/CSC4992Project.git>).
 - b. Click on your computer’s search bar in the bottom left corner, and search for “IDLE”.
 - c. Open Python IDLE.
 - d. Click File>Open, find the CSC4992Project directory, and open the main.py file by right-clicking and choosing “Edit with IDLE”.
 - e. Click Run>Run Module to run the main.py file, which starts the game. NOTE: Make sure your current working directory is inside the project folder, or else the game will not start correctly.
 - f. Type “main”, “single”, or “multi” to directly jump to the respective pages, or “quit” to close the project.