

Installation Instructions:

We need to install Anaconda python and Pygame package. (For Mac Pygame does not work with Anaconda python. Please check the Mac Installation instructions)

What is Anaconda python ? Anaconda python = python + some useful python packages.

Useful python packages : Numpy, Scipy, Sklearn, Pandas, Matplotlib etc.,

Pygame: Pygame is a set of Python modules designed for writing video games.

Windows:

Steps for Installing Anaconda python on Windows:

1. Download Anaconda installer from <https://www.anaconda.com/download/#windows>

Choose Python 3.7 version.

2. Double click the installer to launch.

NOTE: To prevent permission errors, do not launch the installer from the Favorites folder.

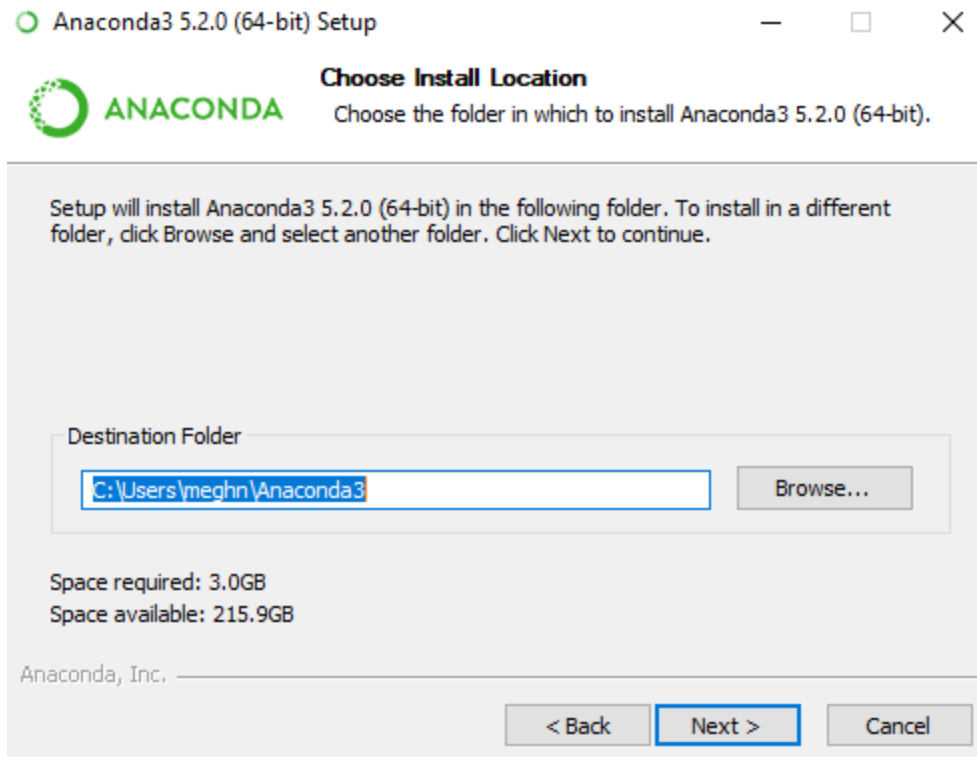
NOTE: If you encounter issues during installation, temporarily disable your anti-virus software during install, then re-enable it after the installation concludes. If you installed for all users, uninstall Anaconda and re-install it for your user only and try again.

3. Click Next. Accept the licensing terms by clicking "I Agree".

4. Select an install for "Just Me" unless you're installing for all users (which requires Windows Administrator privileges) and click Next.

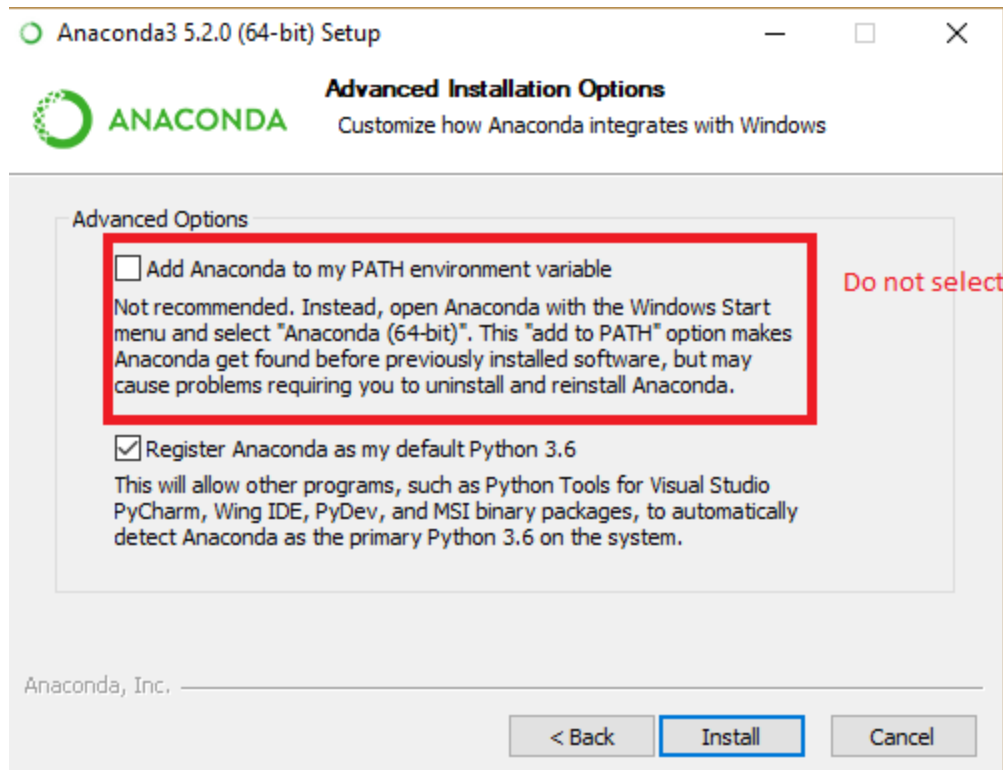
5. Select a destination folder to install Anaconda

In what folder should I install Anaconda on Windows: We recommend installing Anaconda into a directory that contains only 7-bit ASCII characters and no spaces, such as C:\anaconda. Do not install into paths that contain spaces such as C:\Program Files or that include Unicode characters outside the 7-bit ASCII character set. This helps ensure correct operation and no errors when using any open source tools in Python conda environments.



Click Next

6. Choose whether to add Anaconda to your PATH environment variable. We recommend not adding Anaconda to the PATH environment variable, since this can interfere with other software. Instead, use Anaconda software by opening Anaconda Navigator or the Anaconda Prompt from the Start Menu.



Click the Install button.

7. Click the Next button.

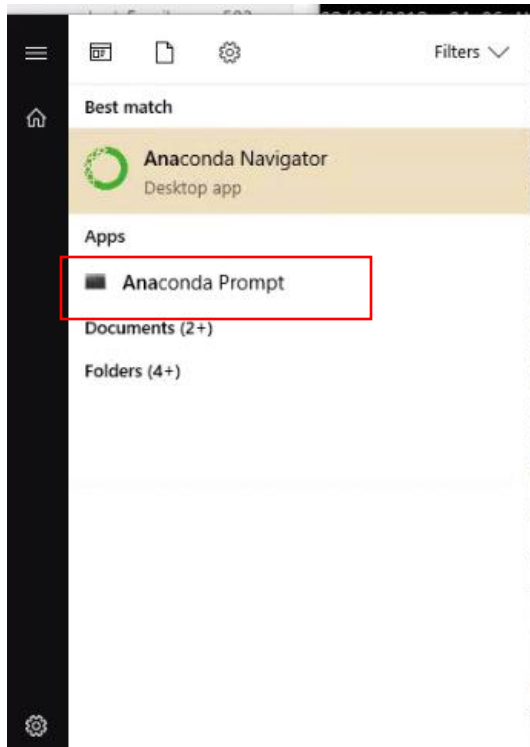
8. Skip the vscode installation by clicking Skip.

9. After a successful installation you will see the “Thanks for installing Anaconda” dialog box.

10. After your install is complete, verify it by opening Anaconda Navigator from Start Menu. If Navigator opens, you have successfully installed Anaconda. If not, check that you completed each step above.

Please wait for sometime, it might take a minute to open the navigator.

11. To run python commands use anaconda command prompt (not windows command prompt)



Installing pygame:

Open anaconda prompt and type `pip install pygame`

To check if the installation is successful, type `python` in the anaconda prompt and import `pygame`

```
Anaconda Prompt - python
(base) E:\Dropbox>python
Python 3.7.1 (default, Oct 28 2018, 08:39:03) [MSC v.1912 64 bit (AMD64)] :: Anaconda, Inc. on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> import pygame
pygame 1.9.4
Hello from the pygame community. https://www.pygame.org/contribute.html
>>>
```

Linux:

1. Download Anaconda installer from <https://www.anaconda.com/download/#linux>



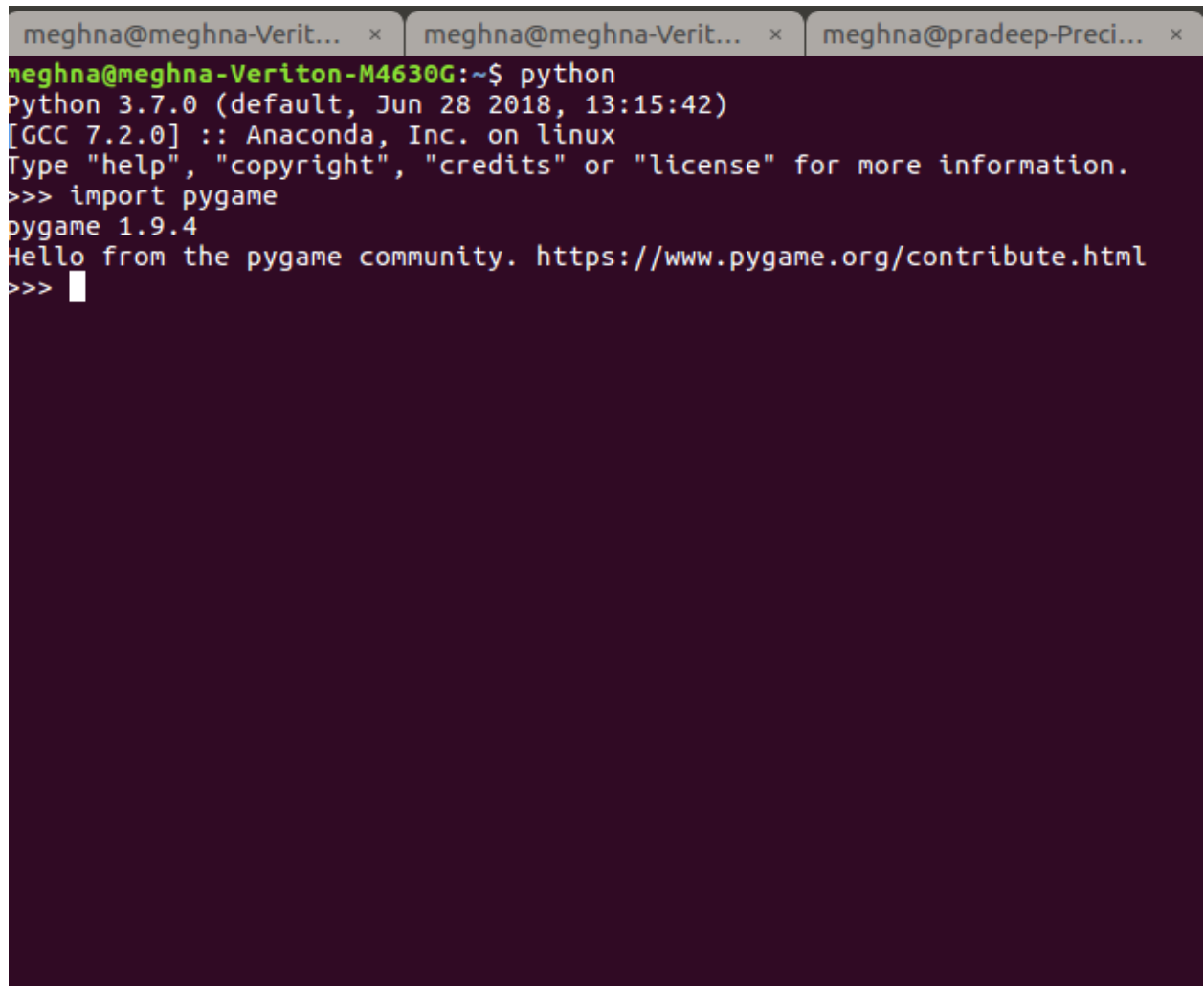
2. Open terminal change directory to the location where installer is downloaded using `cd` command.
3. Run `chmod 755 Anaconda3-5.3.1-Linux-x86_64.sh`
4. Run `./Anaconda3-5.3.1-Linux-x86_64.sh`
5. Choose "Install Anaconda as a user"
6. The installer prompts "In order to continue the installation process, please review the license agreement." Click Enter to view license terms.
7. Scroll to the bottom of the license terms and enter "Yes" to agree.
8. The installer prompts you to click Enter to accept the default install location, CTRL-C to cancel the installation, or specify an alternate installation directory. If you accept the default install location, the installer displays "PREFIX=/home/<user>/anaconda<2 or 3>" and continues the installation. It may take a few minutes to complete.
9. The installer prompts "Do you wish the installer to prepend the Anaconda<2 or 3> install location to PATH in your /home/<user>/bashrc?" Enter Yes.
10. The installer describes Microsoft VS Code and asks if you would like to install VS Code. Enter No.

11. The installer finishes and displays “Thank you for installing Anaconda<2 or 3>!”
12. Close and open your terminal window for the installation to take effect,
13. After your install is complete, verify it by typing python in the terminal. It should display following.

Installing pygame

Run pip install pygame

To check the installation type python and import pygame. It should print the following message.

A terminal window with a dark purple background and light green text. The window has three tabs at the top: 'meghna@meghna-Verit...', 'meghna@meghna-Verit...', and 'meghna@pradeep-Preci...'. The active tab is the first one. The terminal shows the command 'python' being executed, which outputs 'Python 3.7.0 (default, Jun 28 2018, 13:15:42)' and '[GCC 7.2.0] :: Anaconda, Inc. on linux'. It then prompts for help, but the user enters 'import pygame', which outputs 'pygame 1.9.4' and 'Hello from the pygame community. https://www.pygame.org/contribute.html'. The prompt '>>>' is followed by a cursor.

```
meghna@meghna-Verit... x  meghna@meghna-Verit... x  meghna@pradeep-Preci... x
meghna@meghna-Veriton-M4630G:~$ python
Python 3.7.0 (default, Jun 28 2018, 13:15:42)
[GCC 7.2.0] :: Anaconda, Inc. on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import pygame
pygame 1.9.4
Hello from the pygame community. https://www.pygame.org/contribute.html
>>> █
```

Mac:

Pygame does not work with anaconda python on Mac.

Please follow following instructions for mac. (<http://archive.jalada.co.uk/2011/06/17/installing-pygame-on-os-x-with-a-homebrew-python-2-7-install.html>)

1. Install Python via Homebrew: brew install python
2. Install pip: easy_install pip
3. Install numpy with pip: pip install numpy
4. Install the pre-requisites for pygame with Homebrew: brew install sdl sdl_ttf sdl_image sdl_mixer
5. Download the pygame source (<https://www.pygame.org/ftp/pygame-1.9.4.post1.tar.gz>). Extract it somewhere using and go to that directory in a terminal.
6. Run python config.py.
7. Fix the Setup file to point to your Homebrew SDL libraries, not OS X ones (which are missing stuff). Change the lines starting SDL, FONT, IMAGE, and MIXER to read:

```
SDL = -I/usr/local/include/SDL -L/usr/local/lib -ISDL
```

```
FONT = -ISDL_ttf
```

```
IMAGE = -ISDL_image
```

```
MIXER = -ISDL_mixer
```

8. Run python setup.py install.

Now type python in command prompt it should show 2.7

```
~$: python
Python 2.7.10 (default, Jul 14 2015, 19:46:27)
[GCC 4.2.1 Compatible Apple LLVM 6.0 (clang-600.0.39)] on darwin
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

Type import pygame

It should give the message "Hello from Pygame community..