User Instructions

**Installation Notes**

Engine: Love

IDE: We didn’t necessarily use an IDE, we coded the game in Sublime Text then ran it with Loves Engine

To be able to run Gravity, there are a few things the user must do first. Gravity is built with Love, a 2D game engine. To download the Love engine, go to <https://love2d.org/> and install the appropriate installer. Once finished, the user will need to open up that newly downloaded file folder ‘Love’ (should be under program files) and find ‘love.exe’. The easiest way of running our game (in Windows) is to extract our game folder (gravityGame), then drag the **folder** containing ‘main.lua’ on top of ‘love.exe’. This will run the game! Check out <https://love2d.org/wiki/Getting_Started> for more info on how to run our game on other operating systems!

**Game Environment**

Love/Lua is a new game engine to all three of our team members. After careful consideration, we decided that it looked interesting enough and fun to work with. It has not disappointed us!

Here is a look at our pros/cons of the engine:

*PROS*

* Easy to understand
* Quick grasp
* Active community
* Uses Lua for scripting
* Cross-platform compatibility

*CONS*

* Objects are like tables
* Very loosely typed – can get confusing
* No GUI
* Was unaware of the physics engine and in turn we coded the physics engine ourselves