Folder v3 is the pyton v3 source code converted through using:

<https://docs.python.org/2/library/2to3.html>

Afterwards I did some changes, because some data types were not correct:

All changes are commented with:  
# changed to …

Files are:  
**environment.py**

**constants.py (not commented)**

from:

ENV\_HEIGHT = SCREEN\_HEIGHT/PIXEL\_SIZE

ENV\_WIDTH = SCREEN\_WIDTH/PIXEL\_SIZE

to  
ENV\_HEIGHT = SCREEN\_HEIGHT//PIXEL\_SIZE

ENV\_WIDTH = SCREEN\_WIDTH//PIXEL\_SIZE

→ Using Integers instead of floats

**game.py**

base\_game\_models

#changed

#self.\_save\_png(path, "runs", "scores")

→ saving\_png does not work.