

Project Setup

Required Tools

Visual Studio Code

This project was created with Visual Studio Code and it is highly recommended that VS Code is used.

Downloads

visualstudio.com

Extensions

[Python](#)

GitHub Desktop

GitHub desktop is highly recommended since you can easily manage the repo from your PC. It also interfaces nicely with VS Code.

Downloads

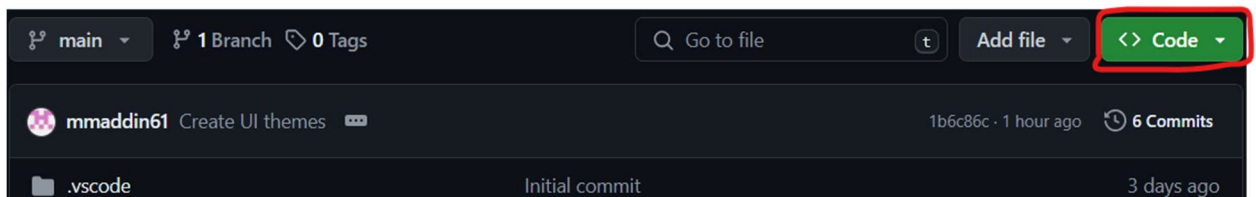
github.com

Cloning the Repository

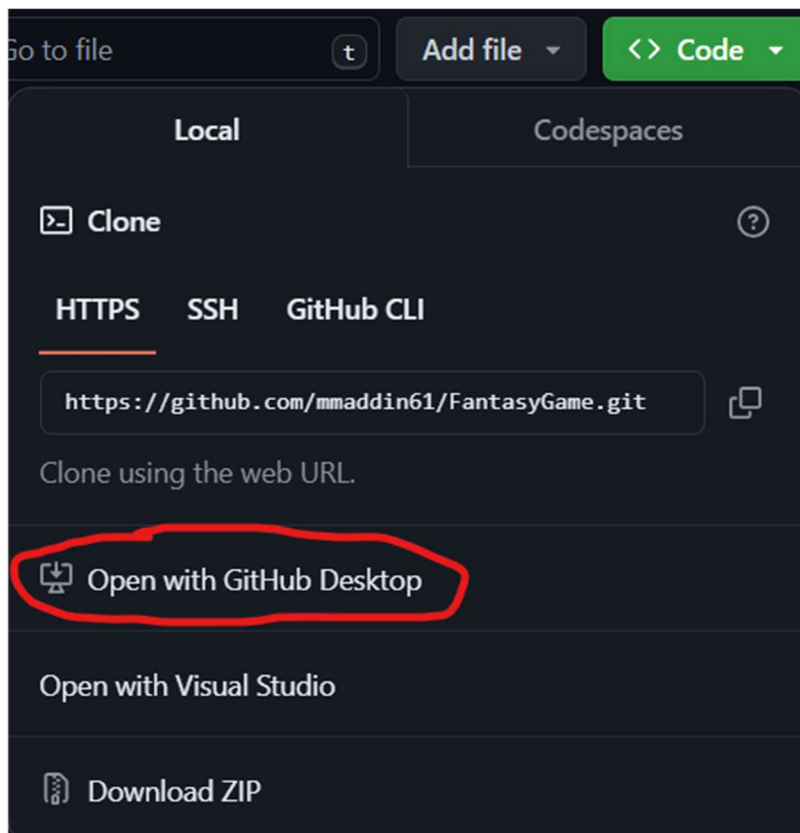
Once you have the necessary tools, you can clone the [project's repo](#).

Steps

1. On the [repo's page](#), click the green "<> Code" button.



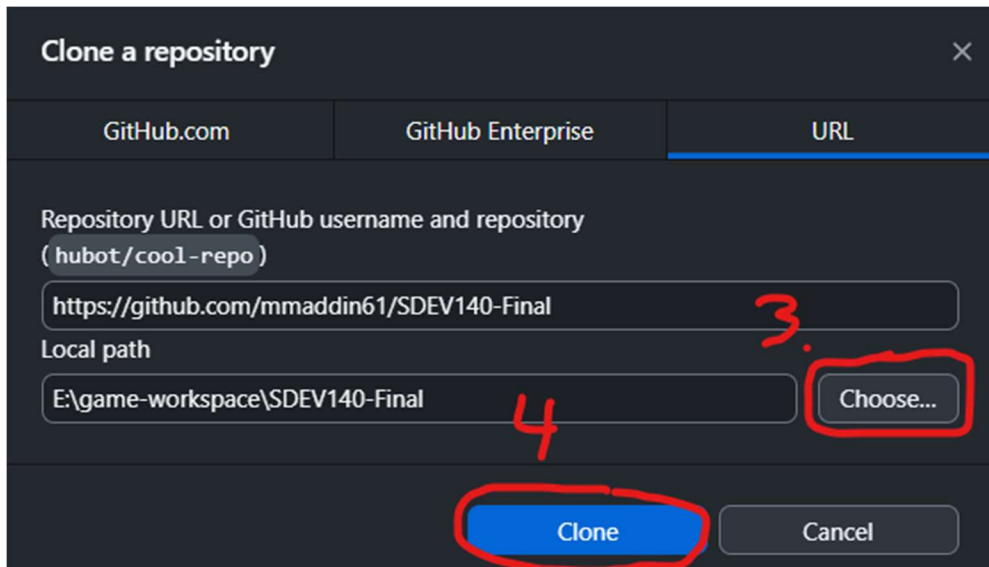
2. In the drop-down, click "Open with GitHub Desktop". If your browser prompts you to open GitHub Desktop, do so.



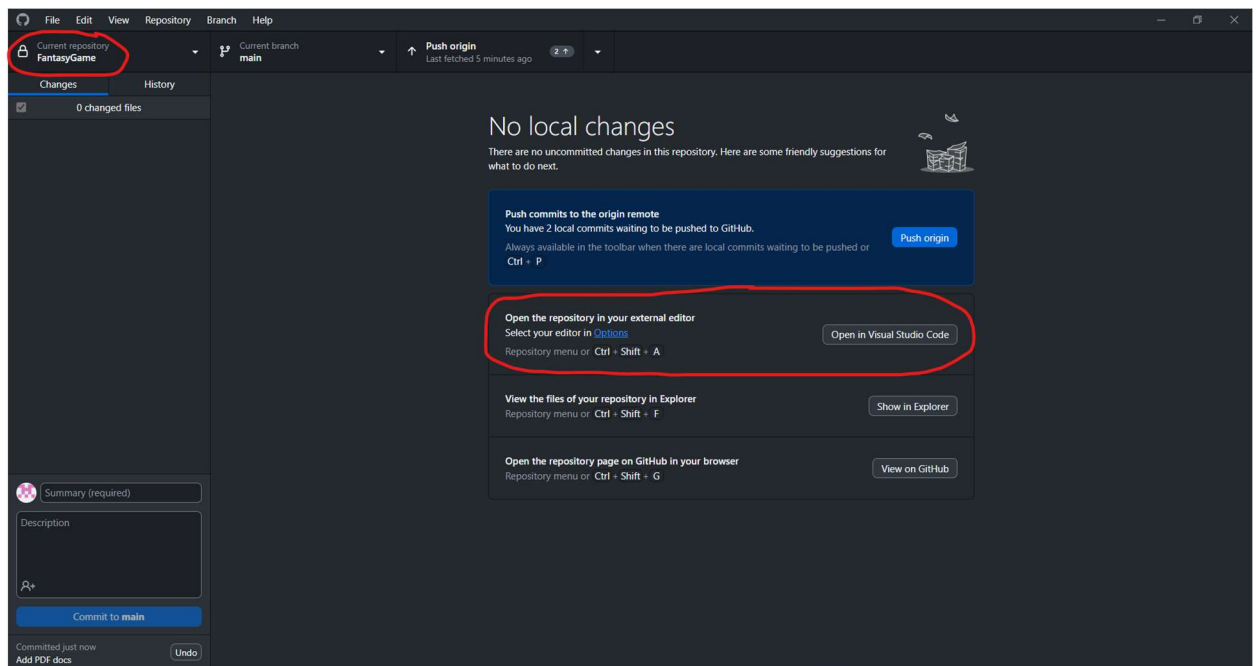
3. Once GitHub Desktop opens, a pop-up titled "Clone a repository" should appear. From here, you can select what folder to clone the repo to by clicking the "Choose..." button (*optional*).

NOTE: When the repo is cloned, a new folder is created inside the folder you specified with the "Choose..." that contains the project's files.

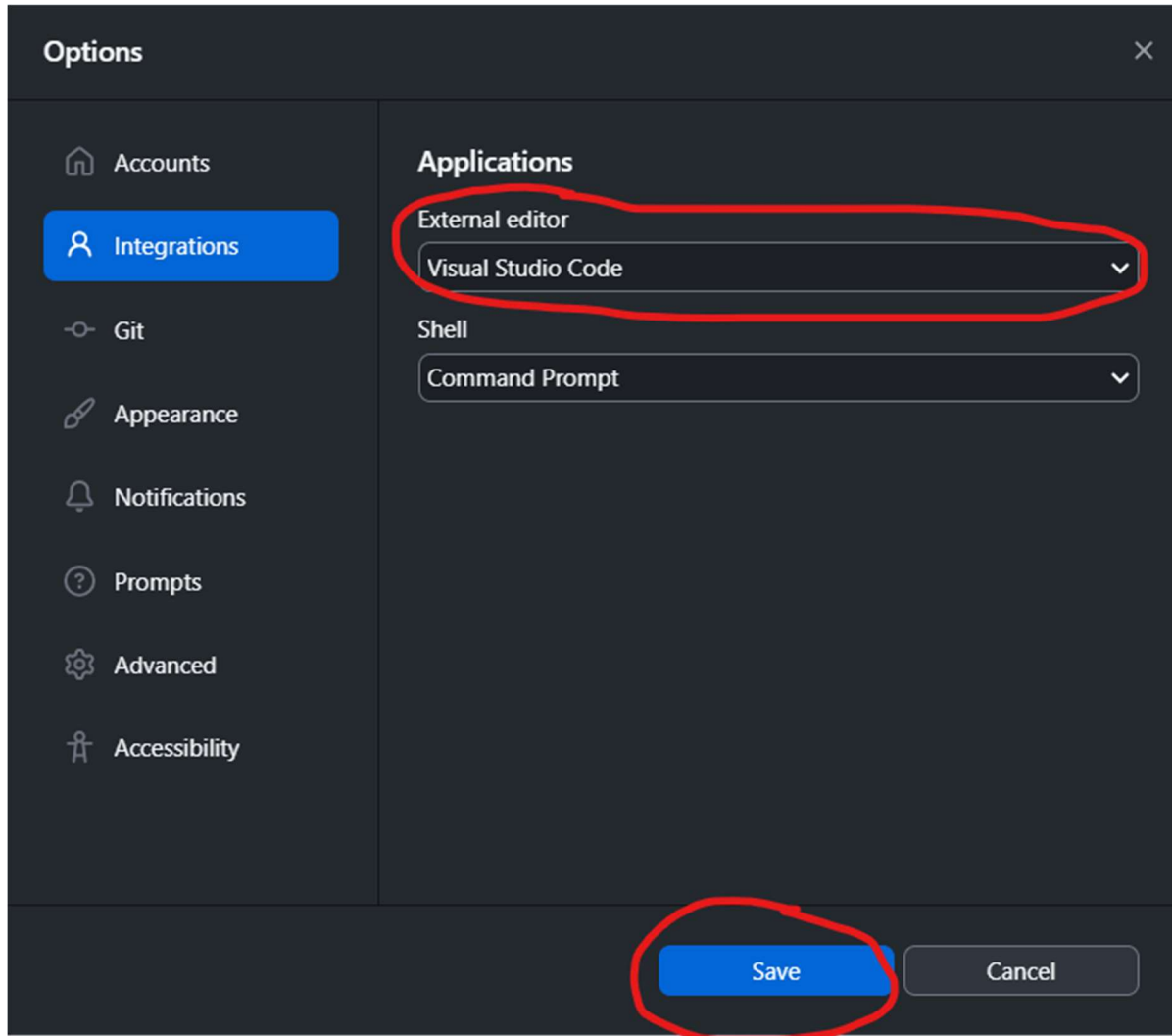
4. Click the "Clone" button.



5. You should now see "FantasyGame" in the top left corner. Now, click the "Open in Visual Studio Code" button towards the center of the screen. If this button says something else, go to **step 6**. Otherwise, go to **step 9**.



6. In the box containing the "Open in..." button, click the blue "Options" text.
7. In the pop-up, click the drop-down below "External editor" and select "Visual Studio Code".
8. Click the "Save" button. Go to step 5.

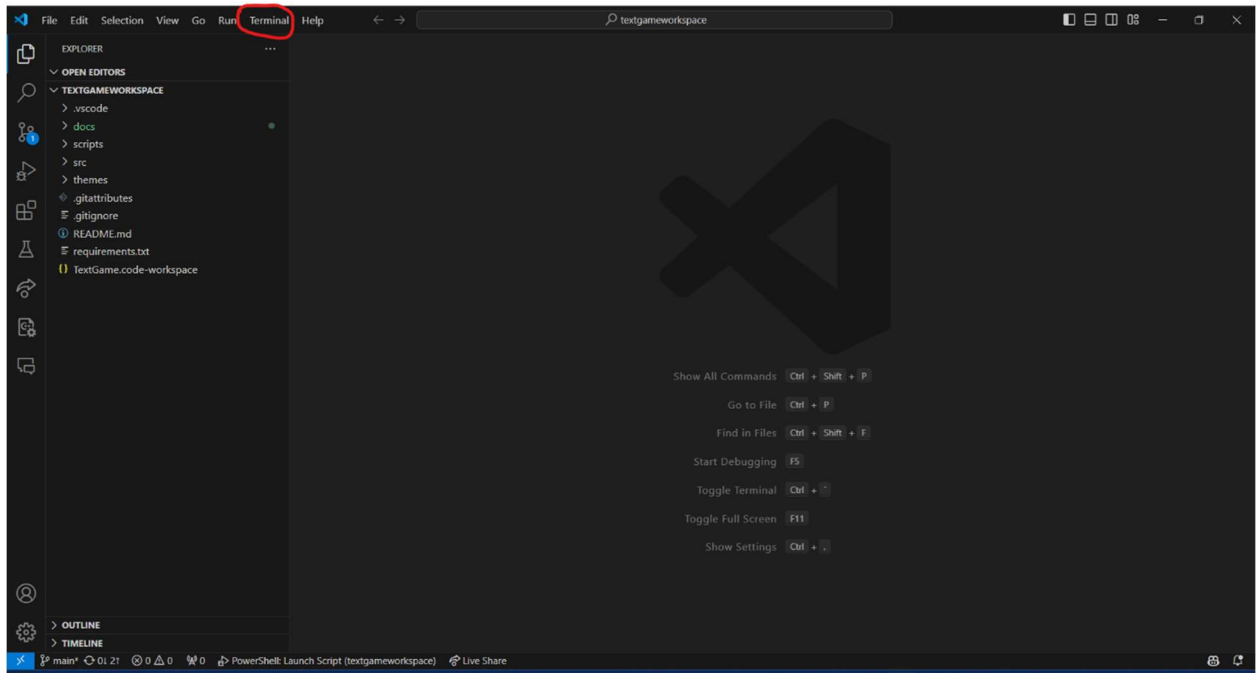


9. Visual Studio Code should open the cloned project. If prompted, click "Yes, I trust the authors".
10. You should now be able to see the entire project.

Project Setup

Steps

1. Go to the top toolbar and click "Terminal".



2. In the drop-down, click "New Terminal".
3. The terminal should appear at the bottom of your screen. Type the following command:

```
.\scripts\setup-venv.ps1
```

If you receive an error regarding not being allowed to run scripts, go to the next step.

Otherwise, go to **step 6**.

```

PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS  COMMENTS

PS E:\textgameworkspace> .\scripts\setup-venv.ps1

PS E:\textgameworkspace> .\scripts\setup-venv.ps1
.\scripts\setup-venv.ps1 : File E:\textgameworkspace\scripts\setup-venv.ps1 cannot be loaded because running scripts is disabled on this system. For more
information, see about_Execution_Policies at https://go.microsoft.com/fwlink/?LinkID=135170.
At line:1 char:1
+ .\scripts\setup-venv.ps1
+ ~~~~~
+ CategoryInfo          : SecurityError: (:) [], PSSecurityException
+ FullyQualifiedErrorId : UnauthorizedAccess
PS E:\textgameworkspace>

```

4. In the "Search" bar along your Windows toolbar, type "PowerShell".
5. Look for the "Windows PowerShell" result, right click it, then click "Run as administrator".
6. You should see "C:\WINDOWS\system32". Otherwise, repeat the **last step**.

```
PS C:\WINDOWS\system32>
```

7. Type the following command:

```
Set-ExecutionPolicy RemoteSigned -Scope CurrentUser
```

When prompted, type "a" and hit enter. This should allow you to run PowerShell scripts.

```

PS C:\WINDOWS\system32> Set-ExecutionPolicy RemoteSigned -Scope CurrentUser

Execution Policy Change
The execution policy helps protect you from scripts that you do not trust. Changing the execution policy might expose
you to the security risks described in the about_Execution_Policies help topic at
https://go.microsoft.com/fwlink/?LinkID=135170. Do you want to change the execution policy?
[Y] Yes  [A] Yes to All  [N] No   [L] No to All  [S] Suspend  [?] Help (default is "N"): a
PS C:\WINDOWS\system32>

```

If you wish to revert this setting at some point, type the following command:

```
Set-ExecutionPolicy Restricted -Scope CurrentUser
```

8. The virtual environment should now be created and a ".venv" folder should be added to your workspace. To confirm the virtual environment was created properly, type the following command:

```
.\scripts\run.ps1
```

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS  COMMENTS

Collecting python-i18n>=0.3.9 (from pygame_gui)
  Using cached python_i18n-0.3.9-py3-none-any.whl.metadata (5.5 kB)
Using cached pygame_gui-0.6.10-py3-none-any.whl (30.8 MB)
Using cached pygame_ce-2.4.1-cp310-cp310-win_amd64.whl (12.2 MB)
Using cached python_i18n-0.3.9-py3-none-any.whl (13 kB)
Installing collected packages: python-i18n, pygame-ce, pygame_gui
Successfully installed pygame-ce-2.4.1 pygame_gui-0.6.10 python-i18n-0.3.9
Virtual environment setup complete!
Activate the virtual environment using ".\scripts\activate.ps1"
PS E:\textgameworkspace> .\scripts\run.ps1
```

If everything is setup properly, the project should run and the game's window will appear.

