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| S-kuru |
| Part II: Implementing, Testing & Evaluation |

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# Implementation

## Installation Guide

An online version of this installation guide is available on the S-kuru GitHub repository, [[[URL]]].

### Step 1: Is Your Computer Ready?

Your Computer must meet the minimum requirements to be able to successfully run S-kuru. These requirements to run S-kuru are very low due to its use of simple 2D graphics and an optimized physics engine for collisions.

As such, the requirements below are not to be considered the absolute minimum that the game will run on; instead, they are a broad guide and a recommendation for a guaranteed successful run of S-kuru.

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| Type | Requirements | Justification |
| Operating System | Windows, Linux/Unix and Mac OSX. | Any operating system that supports Python. |
| Processor | 1.6 GHz Single Core | Minimum required for Windows 7[[1]](#footnote-1), plus some extra processing for game itself. |
| RAM | 1GB | Can run with 20 colliding balls with no loss of framerate from 60 fps. |
| HDD | 50MB | This is the total size of installed Python. The distributable will be far smaller. |
| Video Card | Not required | Game has no 3D capabilities and hardware acceleration has not been implemented as it is unnecessary for this solution |
| Screen | 1024 x 768; 32-bit colour | Game runs at 800 x 600, 32-bit colour |
| Other | Full keyboard, mouse | Used to control game; mainly because S-kuru is not compatible with touch-screen devices |

Please consult your user manual for more detailed instructions on checking your system specifications.

### Step 2: Checking for Required Programs

S-kuru requires the programming language environment Python to be installed. To check if Python is installed, complete the following steps:

[[STEPS]]

Within the Python environment, two modules (extra functions) need to be installed.

1. http://windows.microsoft.com/en-AU/windows7/products/system-requirements [↑](#footnote-ref-1)