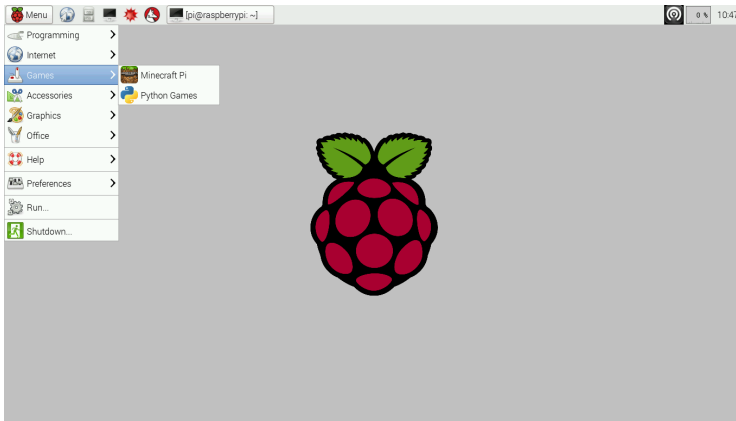# Getting Started Guide

Step 1

On the Raspberry Pi desktop click on Menu, Games then Minecraft Pi and open.

Click on Start game then Create New.

- Have a play in Minecraft if you are unfamiliar.

- The mouse lets you have a look around.

- W, A, S and D lets you move forwards, backwards, left and right.

- Space bar is for jump.

- Left mouse button destroys blocks.

- Right mouse button places blocks.

- E opens the inventory.

- Escape takes you back.

Step 2

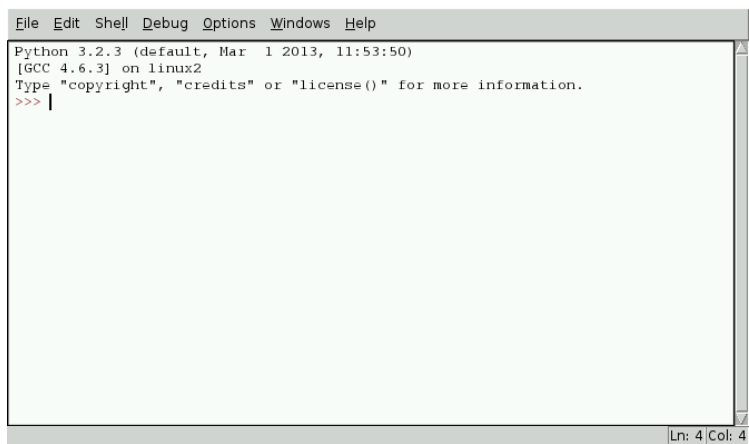Now you have played in Minecraft press Escape and then minimise the window.

TIP - Remember its the Pi mouse pointer not the Minecraft mouse pointer you need to use.

Step 3

On the Raspberry Pi Desktop click on Menu, Programming then Python 3.

The Python Shell window will come up. This is where any bugs in your program will be reported.

Click on File then New Window.This is where you will write your code.

Click on File then Save as. Name this file then Save.

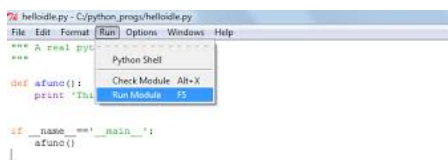**TIP** - This can be saved anywhere in this folder.

Step 4

Its time to program.

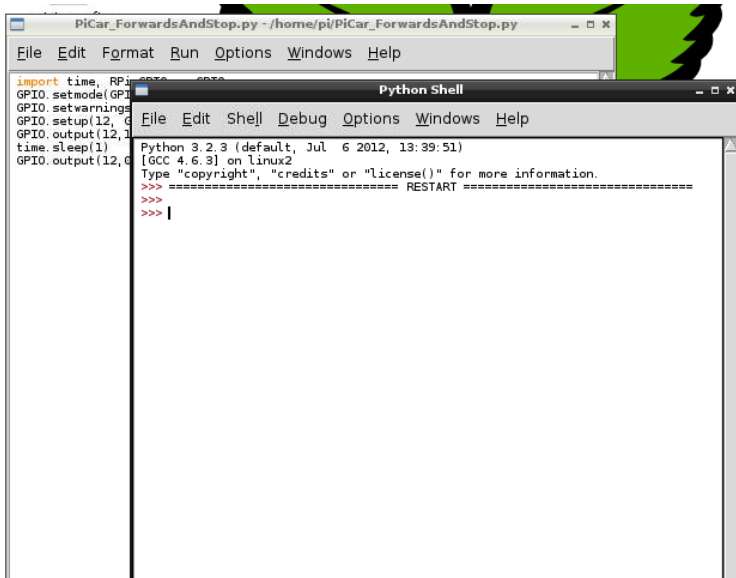Using the booklet enter the Python code without the numbers.

TIP - Remember to use indents and capital letters where it shows them or your code wont work.

When you have finished click F5 or Run program ,then check for bugs in the Python Shell window.

Wait a few moments then if Python Shell looks like this then go back into Minecraft and see if your code has worked.

If you have bugs which will show up in this window as errors, go back into your code and check you have correctly typed everything in.