Installing Python Project

1. Installing Python
   1. Download the Python 3.7 installer from [here](https://www.python.org/downloads/).
   2. Double click on the installer. Choose the “Install Now” option and continue following the instructions.
   3. The installation will come with Pip, which is tool for installing Python packages.
2. Installing Pygame
   1. Download the correct pygame installer from [here](https://www.lfd.uci.edu/~gohlke/pythonlibs/#pygame), based on your operating system.
   2. Open a command prompt
   3. Install pygame with the following Pip command: <pip directory> install <pygame installer directory>. E.g. C:\Python37\Scripts\pip install C:\downloads\pygame‑1.9.4‑cp37‑cp37m‑win\_amd64.whl
3. Running the project
   1. Download project master branch from git repository (<https://github.com/ga6198/CSC4992Project.git>).
   2. Click on your computer’s search bar in the bottom left corner, and search for “IDLE”.
   3. Open Python IDLE.
   4. Click File>Open, find the CSC4992Project directory, and open the main.py file by right-clicking and choosing “Edit with IDLE”.
   5. Click Run>Run Module to run the main.py file, which starts the game. NOTE: Make sure your current working directory is inside the project folder, or else the game will not start correctly.
   6. Type “main”, “single”, or “multi” to directly jump to the respective pages, or “quit” to close the project.