User Guide to The Moment Program

Before Running the Program:

- ***Pip install pillow*** on your command prompt
- ***Pip install pygame*** on your command prompt

How do I Start the Program?

Upon opening the file on an IDE (Integrated Development Environment) (e.g: Visual Studio Code, IntelliJ, PyCharm), click onto ***[the_moment.py]*** file and run it. Once you have done this, it should automatically start running.

I am at the Start Menu, now what?

Great job! Now you will be greeted by the whimsical background music and a giant welcome sign. You will see 3 different buttons, as stated by the subheading below (Start, Guide, Unlockables). If you would like to learn about the Principle of Moment, go ahead and press the **Theory** button.

1. **[Start]**

If you would like to go straight to the exciting program, press the **Start** button!

2. **[Guide]**

If you would like to know how to use the program, you can click on the **Guide** button to learn how from the picture instructions!

3. **[Unlockables]**

This is connected to the objects you may use when experimenting with the program, by default, you will only have a red block to work with.

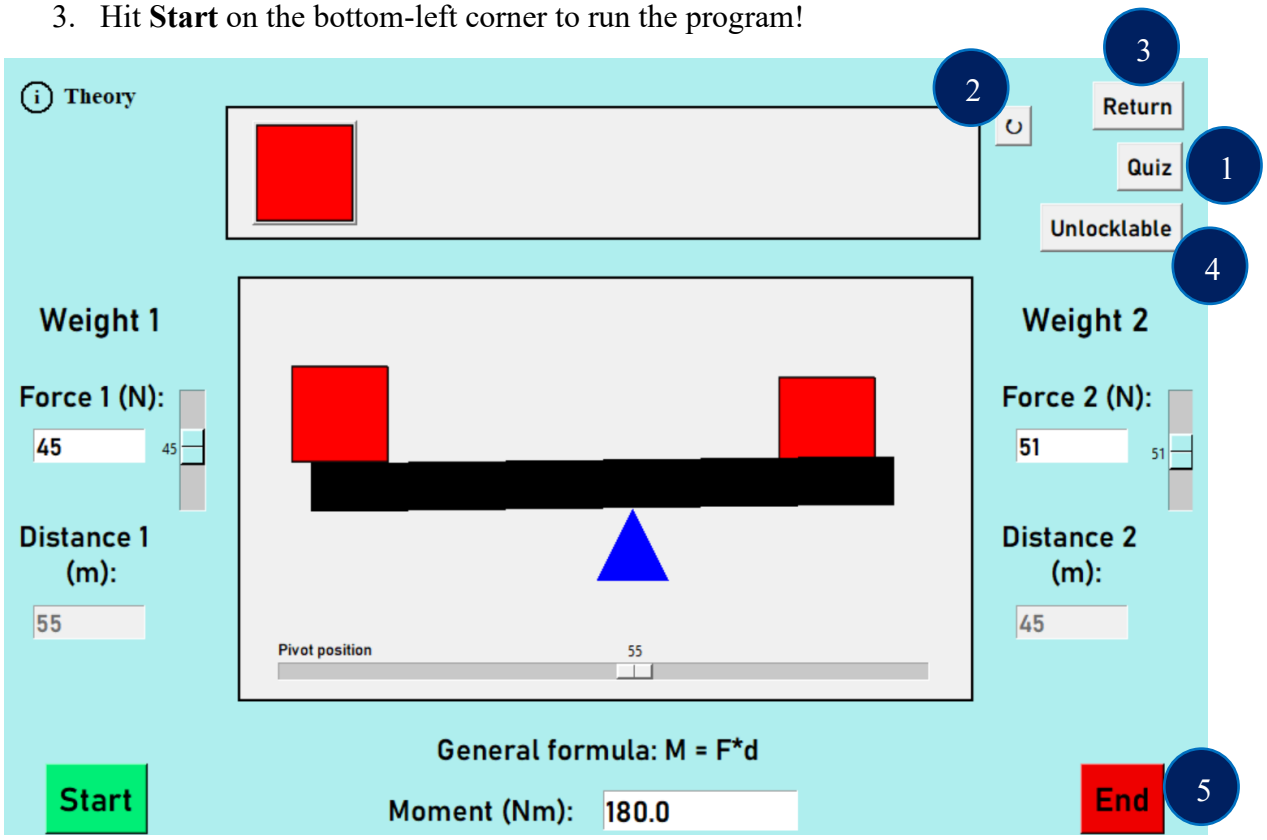
Play one…or all of the mini games to unlock all the objects available to access them!

4. **[Theory]**

Feel free to click this button on the top-left corner of the window to learn and read up about the Principle of Moment before playing with the program.

I pressed [Start], how about now?

1. Manually input or use the slider provided to set the force exerted by the objects on the beam
2. Use the slider labelled ***Pivot position*** to adjust the position of the pivot
3. Hit **Start** on the bottom-left corner to run the program!



1. [Quiz]

Once you feel confident or well-versed enough with the concept of moment, you may test yourself by doing clicking on **Quiz** button.

2. [Refresh Button]

To refresh the objects panel after completing an **Unlockable**

3. [Return]

To return to the Homepage

4. [Unlockables]

This will lead you to the mini games to access more objects to use!

5. [End]

To close the program

Happy Experimenting!