Week 10 Lab Assignment Goals
- Finish last week's lab assignment to learn how to build relationships in databases
- Install Pygame and make sure it runs without any issues

Step 1 : Work on last week's lab assignment
- Instruction document: https://umich.instructure.com/courses/150919/files/4326489

Step 2 : Install Pygame
- Try 'pip3 install pygame'
- **If this doesn't work,** you need to install several dependencies of Pygame
  - For Mac users, refer to http://florian-berger.de/en/articles/installing-pygame-for-python-3-on-os-x/
  - You can skip any modules you've installed before. (eg. pip)
  - For Windows users, refer to
    https://www.webucator.com/blog/2015/03/installing-the-windows-64-bit-version-of-pygame/
- Pygame documentation: http://pygame.org/docs/ref

Step 3 : Make sure Pygame works on your machine
- Go to https://classroom.github.com/assignment-invitations/ae027e0fee732af3da3b47ea0b874e6f
- Accept the assignment invite and clone the assignment repository onto your machine
- Open a Terminal window or command prompt and 'cd' to the cloned directory
- Run goldgame.py file in the directory
- You will probably get some errors. If so:
  - **search for the errors on StackOverflow** to find solutions.
  - If that doesn't work, ask your GSIs
- Ensure that you are able to
  - move your mouse pointer,
  - click in the gaming window, and
  - change score when you click one of the images.
- If the score on the screen doesn't change when you are clicking images, ask GSIs. This probably means that your Pygame window doesn't recognize your mouse input.
- There's nothing to submit today if this sample Pygame code works fine.

Step 4 : (Bonus) Try another game
- Search for another simple pygame code on Github and get it working.