



Building The Game from Source

You Will Need...

- A copy of our repo, which includes all necessary code and assets to build the game.
- The latest version of [Python](#) installed on your system.
- The following Python modules installed:
 - [PyInstaller](#)
 - [Pygame](#)

Steps:

1. Download our repository as a zip file.
2. Extract the zip file, and navigate into the directory containing the files.
3. Open a terminal window for the directory (if you are on Windows, the easiest way to do this is to replace the directory path with 'cmd' and hit enter to launch a terminal for the current directory).
4. We have included Pre-generated PyInstaller specification files (.spec) in the repository that already specify the necessary arguments for PyInstaller to build the game properly. Run one of the following commands to build the executable (**Note:** you may need to replace `python` with `python3` depending on your system):

a. WINDOWS:

- i. For a standalone executable:

```
python -m PyInstaller singlefile_win.spec
```

- ii. For a single-folder version of the game:

```
python -m PyInstaller singlefolder_win.spec
```

b. LINUX:

- i. For a standalone executable:

```
python -m PyInstaller singlefile_linux.spec
```

- ii. For a single-folder version of the game:

```
python -m PyInstaller singlefolder_linux.spec
```

- c. If building directly from the .spec files do not work for you, you can also try running one of the following commands directly instead:

- i. For the standalone executable:

```
python -m PyInstaller --noconsole --add-data Data:.\Data  
--add-data Graphics:.\Graphics --add-data Music:.\Music  
--add-data Sounds:.\Sounds --clean --onefile main.py
```

- ii. For the single-folder version:

```
python -m PyInstaller --noconsole --add-data Data:.\Data  
--add-data Graphics:.\Graphics --add-data Music:.\Music  
--add-data Sounds:.\Sounds --clean main.py
```

- iii. If you have issues with PyInstaller searching for & failing to find the 'numpy' module, which is not necessary for the game to run but was briefly part of our development process, add the following argument to the command you chose above:

```
--exclude-module numpy
```

5. The resulting executables can be found in a newly created “**dist**” folder.

Note: for the single folder version, the executable must always remain in the same directory as the “**_internal**” folder, or the game will **not** be able to run.

6. You should now be able to play the game by running the exe that was created by PyInstaller. If using the