

Obtaining PGE

- pge is installed in the j109 labs
- however you will need to download the source for PGE

```
$ cd  
$ mkdir -p Sandpit  
$ cd Sandpit  
$ git clone https://github.com/gaiusm/pge
```

Building PGE

- you can build a local copy by:

```
$ cd  
$ mkdir -p Sandpit  
$ cd Sandpit  
$ rm -rf build-pge  
$ mkdir build-pge  
$ cd build-pge  
$ ../pge/configure --prefix=$HOME/opt --enable-langc  
$ make
```

Testing your local copy of PGE

- ```
$ cd
$ cd Sandpit/build-pge
$./localrun.sh ../pge/examples/springs/bridge.py
```
- edit the file `../pge/examples/springs/bridge.py` to enable the second gold ball to be dropped at .5 second in the future
  - (hint you need to uncomment the relevant line)
- rerun the code and observe the behaviour of pge

## Building comments

- notice how we `configure pge` with some options
- notice how we ran a local version of `pge`
  - the script `localrun.sh` will look for your version before looking for the system copy of `pge`

## Tutorial week 1

- using the examples in the pge directory  
examples/trapped/trapped.py and  
examples/springs/bridge.py develop a tiny platform game  
which utilises a spring
  
- perhaps use the trapped ramps and make a game similar to marble  
madness
  - where the user needs to direct the marble to a goal avoiding various  
obstacles