

## 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