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