

Hints and tips with coursework and vmware and/or pseudo code

- if you want your **source** files from mcgreg then please email me and I'll email them to you
- the university has access to vmware licences if anyone would find this useful
- here are some instructions on how to install vmware on a GNU/Linux machine [vmware instructions](http://floppsie.comp.glam.ac.uk/Southwales/gaius/web/vmware.html) (<http://floppsie.comp.glam.ac.uk/Southwales/gaius/web/vmware.html>)
- in light of events I am happy if you want to complete your coursework using a mixture of Python3, C, and pseudo code
 - for example your pseudo code could describe the changes you would like to make at the appropriate places in the original code
 - you should of course mention the files which you would be modifying and the identity where the changes would be made
- you can also draw desired screen designs and submit

those instead of the screenshots of the running program

- for example the frozen bubble design and label the objects moving/fixed etc

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- it is important to note that nobody will be disadvantaged from either approach
- here is a short lecture/tutorial on [vmware and PGE](http://floppsie.comp.glam.ac.uk/download/avi/game-engine-design/lecture-tutorial-19-03-coursework-hints.mp4) (<http://floppsie.comp.glam.ac.uk/download/avi/game-engine-design/lecture-tutorial-19-03-coursework-hints.mp4>)
- the video describes how vmware is started (if you want to try it out).