

Set up 'Plug n Play' Pygame Zero for Flappy Bird

Task 1: Get the files

Either plug in the **USB** with the files, or download the zip file from GitHub:

<https://gpn.org.au/flappy-py>

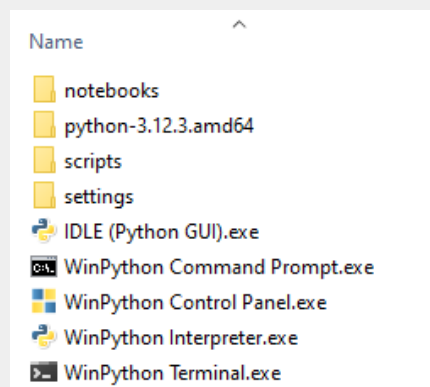
Task 2: Copy the zip to the computer

Copy the zip file off the USB to the desktop, or move it from the downloads folder to the desktop.

Task 3: Unzip the files

Right click the zip file and choose "Extract Here" or "Unzip Here" depending on your system.

Open the Flappy Bird Python folder. You should see the following files.



Task 4: Test Pygame Zero

Double-click "IDLE (Python GUI).exe" to run IDLE. In the interpreter, enter the line:
`import pgzrun`

It should error, with the following message:

```
IDLE Shell 3.12.3
File Edit Shell Debug Options Window Help
Python 3.12.3 (tags/v3.12.3:f6650f9, Apr 9 2024, 14:05:25) [MSC v.1938 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>> import pgzrun
pygame 2.5.2 (SDL 2.28.3, Python 3.12.3)
Hello from the pygame community. https://www.pygame.org/contribute.html
Traceback (most recent call last):
  File "<pysHELL#0>", line 1, in <module>
    import pgzrun
ImportError: You are running from an interactive interpreter.
'import pgzrun' only works when you are running a Python file.
>>> |
```

If you do, it's all working correctly!