Installing PyGame 2 on Windows

Starting your adventure in Python Game Development

Starting with PyGame 2, the recommended way to install PyGame is via the `pip' utility. This guide will talk you through these steps. If you've not used command prompt before, don't worry, it's a very useful and powerful tool you'll get a lot of experience with during your time at Falmouth.

Step 1: Install Python 3

Download and install Python 3. Once installed, you should be able to launch python and idle.

Step 2: Open a command prompt

Pip is a package manage (used to manage python libraries) that ships with Python. First open a command prompt window by searching for 'cmd':

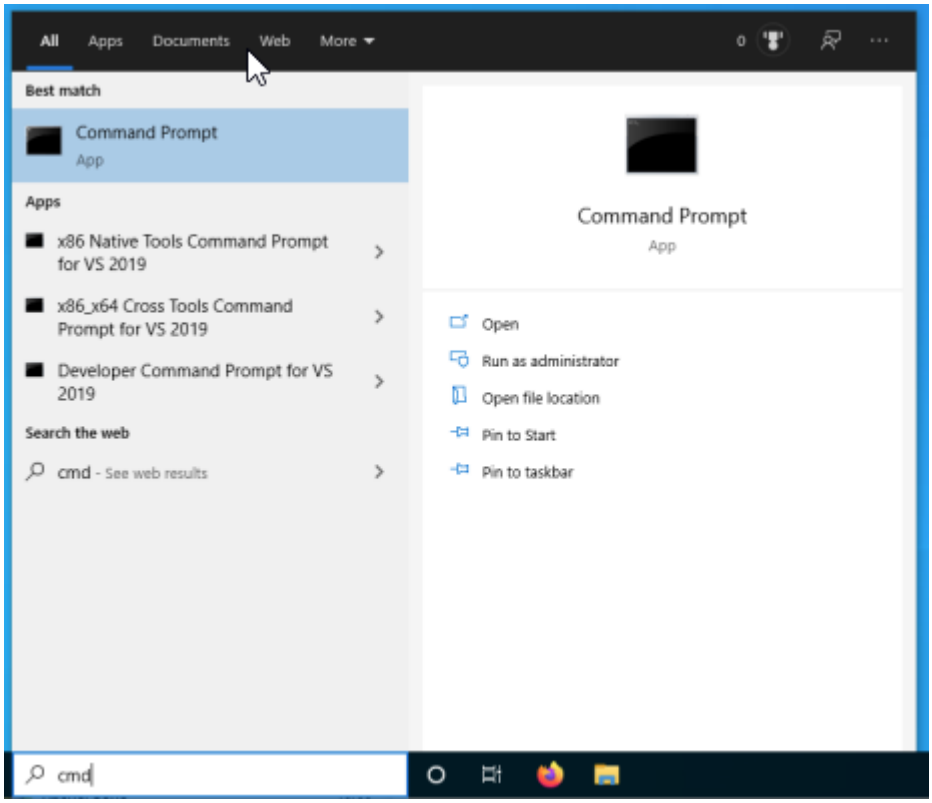


Figure 1 searching for command prompt

Step 3: Install pygame using pip

Use pip to install pygame using the command: `pip install pygame`

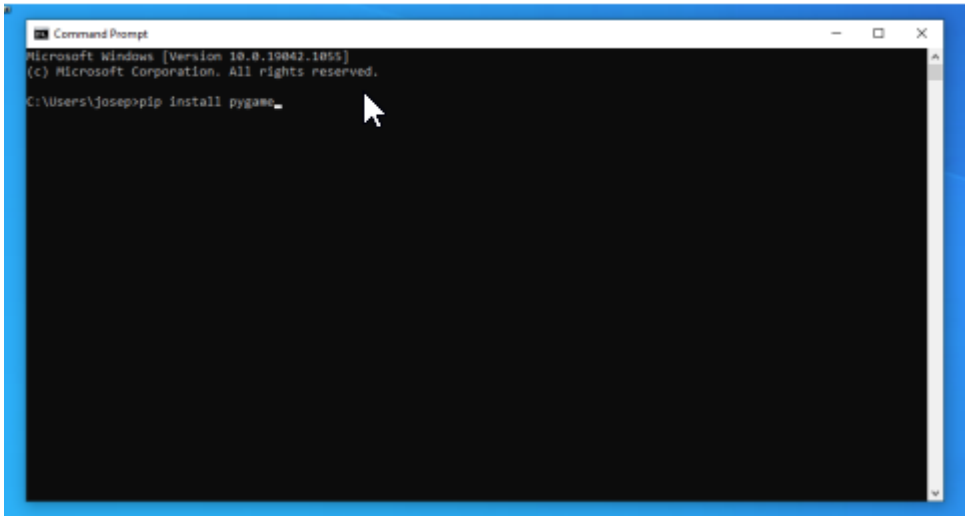


Figure 2 installing pygame from a windows command prompt

After install, you should see a message telling you it worked:

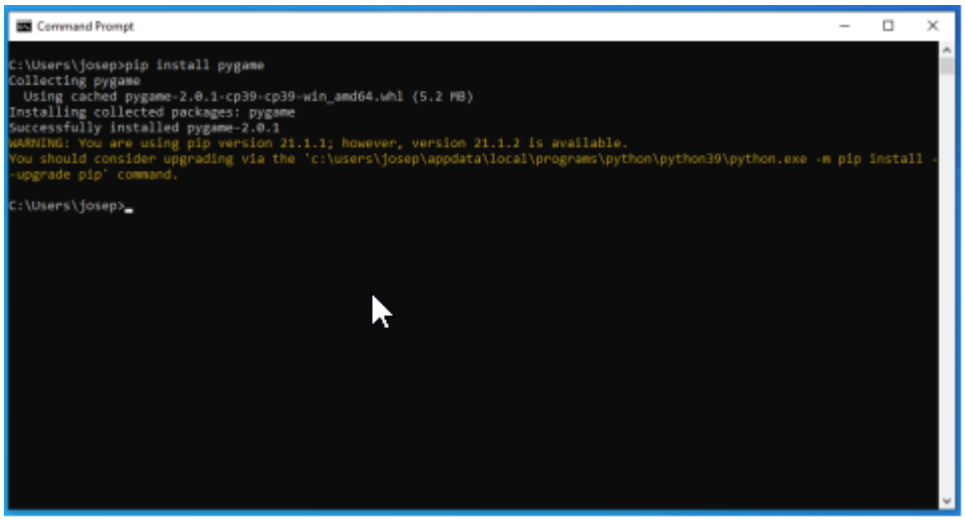


Figure 3 Successful pip install command

Step 4: check that python can load pygame

The installation should have worked, and you're now good to get started with game development in Python.

One last step – let's make sure we can load PyGame inside Python.

To check this, we'll launch a python shell and import PyGame. It everything worked correctly, it'll show us the python version and the PyGame version.

Type `python` into your command prompt.

Your terminal should change. You will see the python version printed (for example, Python 3.9.5) and some copyright information. Your prompt (the bit before you type) should change from C:\Users\ to >>>

Type `import pygame`

You should see the version numbers printed (version 2.0.1 in the above screenshot). If you see an error message telling you the module cannot be found then the above steps did not work correctly.



Figure 4 pygame version prompt

You can now follow the tutorial instructions provided. PyGame 2 is largely backwards compatible with PyGame 1.9, so guides and information you find should still be relevant.