Installing PyGame

Windows:

- **Download and install Python 3.x** Get the latest stable release. Don’t go for the alpha or beta releases. It’s usually best to _install for all users_, if you have the privileges to do so. Also, setting the PATH variable in Windows is a good idea. Also, be sure to _install pip_ and _set environment variables_. (As of March 22, 2019 the latest release is 3.7.2)
- Open a command prompt as administrator. Search for cmd, right click and _Run as administrator_.
- Navigate (using cd) to where Python is installed on your computer. For example “C:\Program Files\Python37”, or “C:\Users\username\AppData\Local\Python\Python37-32”.
- Check the version of python to make sure it is Python 3 _[python --version]_
- If you get an error saying _'python' is not recognized as an internal or external command_ try using _py_ instead of _python_ for each of the following commands. If you get a similar error after trying _py --version_ you need to reinstall python 3 making sure to select the “Environment Variables” option under the installer options.
- Update the pip installer _[python -m pip install --upgrade pip]_
- If you get an error saying _No module named pip_, then you need to re install python 3 making sure to install the pip module.
- Install PyGame with _[python -m pip install pygame]_
- Test by launching _[IDLE 3]_ and doing an _import pygame_. If that doesn’t produce an error, you should be good to go.

OS X:

- Install _[brew]_, using _these instructions_. This is a package manager. It is capable of installing all sorts of programs.
- If you need Python 3 installed: _[brew install python3]_
- Link applications to Python3: _[brew linkapps python3]_
- Install Pygame Dependencies: _[brew install --with-python3 sdl sdl_image sdl_mixer sdl_ttf portmidi]_
- Install Pygame: _[pip3 install pygame]_

Ubuntu 16.04:

- _sudo apt-get install python3-pip_
- _sudo pip3 install pygame_