Programming Minecraft Pi with Python

Sheet One – Setting Up

1. Start Minecraft Pi by double-clicking on the desktop icon
2. Resize and move the Minecraft Pi window (**A**) so it sits in the top, right corner of the screen and occupies just under half the width of the screen
    a. Click on the "Start Game" button
    b. Click on the "Create New" button and wait for the progress bar to fill
    c. Press the 'tab' key to allow you to move the mouse outside the Minecraft Pi Window
3. Start the IDLE (**not IDLE 3**) Python Shell by double-clicking on the desktop icon
4. Resize and move the IDLE Python Shell window (**B**) so it sits in the bottom, right corner of the screen with the same width as the Minecraft Pi window. Make sure the bottom of the window is not "off the screen".
5. Select File->New Window in the IDLE Python Shell window to open a new programming window (this is the window in which you will type your Python programs)
6. Resize and move the new programming window (**C**) so that it occupies the left side of the screen, filling the space not occupied by the other two windows
7. Your screen layout should look like this