In order to function properly, our game needs a larger memory than the one allocated by Java.. We asked professor Slim about this matter, and he stated it was alright, however, we had to specify any special settings to tweak so here it is:

-After opening the project on Eclipse, in the package "Hearthstone.view" you will find

our HearthstoneView.java class .

- Right click the HearthstoneView.java class --> Run As --> Run Configurations.

- Select the Arguments tab and in the "VM arguments" field enter the following as it is

including the dashes:

-Xms512M

-Xmx1240M

- If Java refused the Xmx1240M, change it to -Xmx1024M.

- Click Run to run the game for the first time, afterwards, you should run the game with no further tweaking.

- You can see it in the pictures at the end of the file.

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\*Game Instructions\*

Quick Guide :-

\* Minions are Summoned by double clicking them

\* Minions attack by a click on them followed by a click on their target

\* AOE and Field Spells are activated by a double click

\* Hero/Minion targeting spells are activated by clicking them followed by clicking their intended target

\* All hero powers are activated with a single click except for targetting ones -( Mage & Priest )- which are activated by

a click on them followed by a click on their target.

All instructions needed to play the game can be found inside, after getting into the Main Menu, click options ---> How to Play

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Thank you for your patience, enjoy!

