










## Downloading the GAPT

There are 2 zip folders, **GAPT PT 1** and **GAPT PT 2**. Download both.










These are the contents of **GAPT PT 1**:

 Debug	File folder
 External	File folder
 include	File folder
 main	File folder

The are the contents of **GAPT PT 2**:

Name	Type	Compressed size	Password ...	Size	Ratio
 Server	File folder				
 Space Blocks	File folder				
 TetraUnitTests	File folder				
 x64	File folder				
 main.sln	Visual Studio Solution	1 KB	No	4 KB	78%

After you downloaded both folders, unzip them in the same directory:

 Debug	16/04/2025 01:45	File folder	
 External	23/04/2025 03:50	File folder	
 include	16/04/2025 01:45	File folder	
 main	22/05/2025 22:58	File folder	
 Server	22/05/2025 22:56	File folder	
 Space Blocks	25/05/2025 18:25	File folder	
 TetraUnitTests	24/04/2025 21:14	File folder	
 x64	16/04/2025 01:45	File folder	
 main.sln	16/04/2025 01:45	Visual Studio Solu...	4 KB

This is how the folders should look like. Make sure that they are all in the same directory

For instructions on how to run the game, go to the GAPT report section 12.2