COMP3211: SOFTWARE ENGINEERING (2021-2022)

Group Project – Monopoly

Developer Manual

Cheung Sui Wing (21027547D)
Lau Man Chun (21027257D)
Kwong Chun Him (21028468D)
Cheng Chi Kit (21028079D)

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1. About this Manual

1.1. Audience

This manual is intended for programmers how to compile the code and build the project.

2. Development environment

2.1. Windows

2.1.1. Setup

1. Download Visual Studio Code from [Visual Studio Code - Code Editing. Redefined](#)
2. Download and install the python 3.9.6 from the python website

   https://www.python.org/downloads/release/python-396/

3. Open the Visual Studio Code and install the Python extension
4. After installing the extension, select Python 3.9.6 as the interpreter.
5. Download the source code zip file and extract the .zip file.

   It should contain these files:

   Block.py

   data.py

   Gameboard.py

   main.py

   Menu.py

   Player.py

   test_block.py

   test_gameBoard.py

   test_menu.py

   test_player.py

6. Navigate to the folder in Visual Studio Code.
7. Type

   ```
   py -m venv venv
   venv/Scripts/activate
   ```

   in Terminal to create the environment and activate the environment.
8. Install the required library in Visual Studio Code

   ```
   pip install whaaaaat
   pip install 'prompt_toolkit==1.0.14'
   ```

9. You can now start developing the project.
10. Type

   ```
   py main.py
   ```

   in Terminal or double click the main.py to execute the program.

11. Press Ctrl + Shift + D to run the project in debugging mode.