**Installation**

1. Download and Install GitHub
2. Download and Install Eclipse
3. Download axohEngine Files
4. Link Everything Together

**GitHub**

1. Navigate to:

mac.github.com – Mac

windows.github.com – Windows

1. Click on the big green ‘Download’ button in the center of the page.
2. ‘Run’ the downloaded file (Installs GitHub)
3. When the program opens for the first time it will ask for you to log in to GitHub. If you do not have an account, click on the ‘Go to github.com’ link below the text boxes to sign up for one.

**Eclipse IDE**

1. Navigate to [www.eclipse.org/downloads](http://www.eclipse.org/downloads)
2. Click ‘Eclipse IDE for Java Developers’.
3. On the right sidebar, choose your operating system and bit type.
4. Click ‘Download’ or choose a download location (Mirror) to download from, save the file on the computer.
5. Navigate to file location and ‘unzip’ or ‘extract’ the files from the folder. You may need to download a program to accomplish this, a reliable one can be downloaded from:

[www.7-zip.org](http://www.7-zip.org) - Windows

[www.izip.com](http://www.izip.com) - Mac

1. Move the extracted folder to a reliable location, for example: C:\Program Files (x86) for windows.
2. On Windows, right click ‘eclipse.exe’ inside of the extracted eclipse folder and left click ‘create shortcut’ Move this newly created file to the desktop for easy access to the program later. I assume that on a Mac this process is the same, though I do not have a Mac to test this one.

**Engine Files**

1. Navigate to [www.github.com](http://www.github.com)
2. Search the name given to you of the repository location in the search bar at the top of the page.
3. Once on the engine repository page, on the right side, click ‘Clone in Desktop’.
4. Choose a safe location to keep the game engine repository files, also, remember this location. Remember, if the GitHub program is not already installed, do so now, as this step will not work if that has not been accomplished.
5. Navigate to eclipse now, if the ‘Hello tutorial’ window is open, exit out of it. Go to ‘File’ -> ‘Import’
6. Choose ‘git’ -> ‘projects from git’ -> ‘existing local repository’ -> engine files
7. The files from the repository will now appear in a package explorer on the left. All can now be edited here and will be reflected on the GitHub program for synchronizing online later. Synchronizing only happens when you open the GitHub program, choose the repository, and click the sync button.
8. In order to run the game engine: ‘Repository Name’ -> ‘src ‘-> ‘(default package)’ -> ‘Judgement.java’. This class contains the main. Now, on the top bar of eclipse, you will find a green circle with a white triangle inside, like a play button. Usually this will automatically run the file, if it does not, the run configuration may not be configured correctly. Make sure that the class path, the project path, and the main class path are all specified correctly and that it is running under a java application.