Read Me

Project Plan

Please find the project plan outlined [here](#)

Below will contain the details on how to run and control the game and will be filled in over time.

Prerequisites

- GNU Autotools (2.4.6)
- SDL2 (for windows follow this tutorial on how to build and include SDL)
- OpenGL 3.0+
- C++11 compiler (tested with GCC 4.8.3+)
- Boost
- GLEW
- GLM
- Unix like command line (terminal, cygwin, etc. . .) to run makefile

How to get dependencies.

Fedora, RedHat, Other Yum package manager based OS's

To get the dependencies assuming you have a fresh install of the latest version, simply run the following command:

    $ yum install libtool boost-* glew-devel SDL2_* glm-devel gcc-c++

Don't include the $ sign

OSx

To get the above packages I would recommend using brew and MacPorts as these will do all the package management for you; both are fairly simple to install by following the simple instructions on their relevant websites. Once again ensure you have the above packages included.

    $ brew install autoconf automake libtool boost sdl2 glm

    $ sudo port install glm

ONCE AGAIN; Don't include the $ sign

By installing macport that should suffice for other requirements.

You will also need xCode installed as this will include dependencies required by the game.

Windows

You will need to install cygwin and include the dependencies listed above during the install stage. If you do not have those packages and already have cygwin installed; simply re-run the installer and include the packages as before and cygwin will install them.

Please note, that GLM is still not being linked and the makefile is still under development. Windows will hopefully be completed soon.

Build and run

Then from the game root directory run the following commands:

```
$ autoreconf -i
$ ./configure
$ make
```

This will produce an executable in the src directory called "shaderexample"; to run execute the game use > $ ./src/shaderexample

IF IT WASN'T ALREADY CLEAR FROM ABOVE, ONCE AGAIN! Don't include the $ sign

Aim of the game

NOBODY KNOWS!