Wolf Game – Complete Setup & Run Guide

This document explains everything required to build and run the Wolf Game project on a new laptop. No Makefile changes are required. Follow the steps exactly.

1. Requirements (Install Once)

MinGW (C++ Compiler)
Download: https://www.mingw-w64.org/
After installation, make sure g++ and mingw32-make are available in PATH.

GLFW 3.4 (Graphics Library)
Download Source: https://www.glfw.org/download.html
GLFW is NOT included in the repository and must be built locally.

2. Building GLFW (One-Time Step)

1. Extract GLFW to any location (example): D:/glfw-3.4/glfw-3.4

2. Open terminal in that folder

3. Run commands:

cmake -G "MinGW Makefiles" -S . -B build
cmake --build build

After this, the file libglfw3.a must exist inside build/src

3. Project Folder Structure

The repository already contains everything needed except GLFW. You do NOT need to move or modify any files.

4. Building the Game

1. Clone the repository

git clone <repo-url>
cd Game

2. Build using Makefile

mingw32-make

5. Running the Game

After successful build, run:

bin\wolf_game.exe

6. Cleaning the Build

mingw32-make clean

7. Common Errors & Fixes

Error: cannot find -lglfw3
Fix: GLFW not built or wrong path

Error: glfw3.h not found
Fix: GLFW include folder missing

Error: imgui.h not found
Fix: Ensure imgui folder is not deleted

8. Important Rules

• Do NOT change the Makefile

• Do NOT commit bin/ or obj/

• Everyone builds locally

• GLFW is installed locally

9. Final Notes

This project is ready-to-run once dependencies are installed. If all steps are followed, compilation will succeed without changes.