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REPOSITORY: <https://github.com/JermNet/WhatStrikesYouRenpy>

This is the same repo as last time, but with things separated between the two projects. The “V1” folder has everything from the original project, and the “V2” folder has all the new/updated stuff. I could have just updated the original Ren’Py project and added the extra distributions based on that new version, but I just like having both so easily accessible side by side. Just as a final note for this section, originally I only shared the build version of this project, since, by default, it’s basically the project version + an .exe/.sh file to run it. But since I go into how to hide and obfuscate code/assets for this project, I’ve included the build versions as well as the project version (don’t worry, everything is clearly labelled... I hope!)

## HOW TO LOOK AT CODE:

This is the same as last time (so look at that if you want a refresher) but what's important to look at is different. First, do NOT try to look at the code in the Windows/Linux build version, you will get nowhere. The .rpyc files are compiled versions of the .rpy files, and the .rpy files are not included in the build version this time. If you look at the .rpyc files in a text editor, you will get gobbledygook. What you want is the project version, and it's .rpy files.

Everything in the "game/scripts" folder is the same, other than small modifications and the calling of achievements to be granted/increased. The "game/gui" folder has some images changed, which is how I changed the options screen. "game/screens.rpy", "game/options.rpy" and "game/gui.rpy" have all had some modifications to change gui, text, hide code, etc (I go into detail in the video and presentation). Finally, "achievements.rpy" and "achievement\_backend.rpy" is code made by Feniks (<https://feniksdev.com/>) which allow for their code to be used, modified, etc. for noncommercial and commercial projects (with attribution, of course). The backend is mostly for setting up steam achievements if that's something one wants to do and the vars needed for achievements to work, so I haven't actually touched that. But I have changed the achievements.rpy file quite a bit.

## HOW TO PLAY THE VN:

This is also the same as last time (just make sure you open the Windows&Linux build version, not the project version) so take a look at the project 1 doc if you need a refresher. I also feel as though I don't need to go over how to run the Android version, but I will just in case. All you have to do is copy the .apk file in the Android Build Version folder onto your phone (or AVD, if you're so inclined) and open it to install. It may ask you to allow installs from unknown places, but I assure you, this is safe!