Prerequisites

- Java >= 1.6
- Git
- Eclipse (with the <u>ADT plugin</u>) or the stand-alone <u>ADT bundle</u>. An Eclipse compatible IDE such as IntelliJ might also work.
- Android SDK platform tools for a recent android version, at least API level 17 (see <u>Adding Platforms and Packages</u>).

1. Cloning the git repository

`git clone https://github.com/Jokab/Bullet-Inferno.git`

2. Importing the non-android projects into Eclipse

1. In Eclipse go to File -> Import -> General -> Existing…
2. Select the folder where you cloned the repository.
3. Mark "Bullet-Inferno", "Bullet-Inferno-desktop", and "Bullet-Inferno-test" (do **not** mark the "Bullet-Inferno-android" project at this stage).
4. Click on Finish and make sure the three projects were successfully imported into your eclipse workspace.

3. Importing the android project into Eclipse

1. In Eclipse go to File -> Import -> Android -> Existing…
2. Select the folder where you cloned the repository.
3. Select the "Bullet-Inferno-android" project
4. Finish