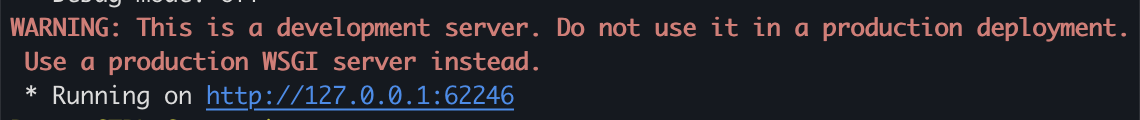
**Simple Guide to using the Game Builder App.**

**1. Run the Game Builder app**

**Steps to run the apps.**

* 1. Open your file system and navigate to wherever you have stored the EthicalDilemmaGame folder.
  2. Go to whatever app folder you want to run
     + EthicalDilemmaScenarioBuilder (Scenario building tool)
     + EthicalDilemmaGameBuilder (Game packaging tool)
     + GameFiles (The game itself)
  3. Go to the backend folder inside the app folder:
     + A blue and white rectangular sign with black text

       Description automatically generated
  4. Double click on the MacAndLinux file if on a mac or a linux computer or double click on the Windows file if on a windows computer.
     + A close up of a logo

       Description automatically generated
  5. This should now open a web-browser with the app running on it.
  6. If the web-browser does not automatically open, open up whatever terminal the game is running on (command prompt for example) and you should see an IP address:
     + 
  7. Enter this IP address (including the http) into your web-browser and the game should run.
  8. If this does not work, or you do not see anything in the terminal, please follow the manual instructions.

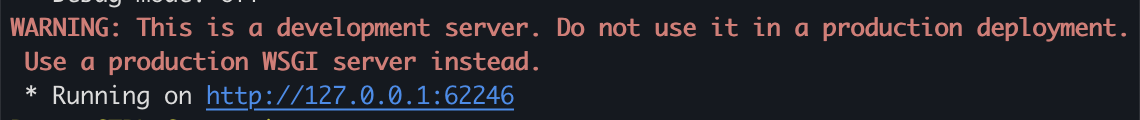
**Steps to run the apps manually.**

* 1. Open up the command prompt for Windows or terminal for Mac (if you did not enable PATH during installation this will need to be the Anaconda prompt) .
  2. Using terminal commands navigate to where you have stored the EthicalDilemmaGame folder.
     + Check the manual terminal instructions video if you are having trouble.
  3. Continuing to use terminal commands, navigate to the app folder you want to run, and then enter the backend folder.
  4. Here you either type in
     + ./MacAndLinux(name of app).sh for Mac



* + - Windows(name of app).bat for Windows



* + - You can find the name of the file you need to run by using the command ls (Mac) or dir (Windows)
  1. This should now open a web-browser with the app running on it.
  2. If the web-browser does not automatically open, open up whatever terminal the game is running on (command prompt for example) and you should see an IP address:
     + 
  3. Enter this IP address (including the http) into your web-browser and the game should run.

1. **Using the Game Builder**

**Main Screen.**

* Once the app is running you should see the main screen running on your browser

A screenshot of a computer

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* Here we have the

1. Filename Textbox
   * This will be the filename of the zip file. It defaults to game\_files. You do not have to add the .zip to the filename.
2. Zip Game Files button
   * This button zips the game files and puts them in the zipped files folder.
   * Once you zip the files, the terminal will show you exactly where they go



A screenshot of a computer

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1. Build Executable button (Mac Only)
   * This button uses a python module called pyinstaller to build a single executable file for the game.
   * This means anyone (even if they don’t have python) can run the game.
   * However, pyinstaller does not cross-compile. This means that this executable will only be ran on Mac.
   * If the build completes successfully, you should get the following message:

A black text on a white background

Description automatically generated

* + The terminal will then show you where the file is placed, this is always in the GameFiles, backend folder, in a separate folder called dist. The file will be called Game.



* To run this game on Mac, navigate to whatever folder you put the Game file in on the terminal and run ./Game. You may need to run chmod +x Game in the terminal at the location of the game file to give the file permission to run. You can also double click on the file.

1. File Upload Box
   * This is where you either drag and drop or upload the JSON scenario files.
   * These are the scenarios that will be inserted into the game you are creating.
   * Make sure that these scenario files were created with the Scenario Builder app as the game can only run those files.
   * To browse your computer for files to upload click the upload from computer button.
   * One you have uploaded files they should appear inside the box and a success message will appear below it.

A screenshot of a upload

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* The x button allows you to remove files.
* Once you press the Zip Game Files button, the scenario files will not persist in the game. This means if you click the Zip Game Files button again straight after, a game with no scenarios will be created.
* To check the scenarios in the zipped game you can unzip the file and go to the Scenarios folder in the ethical-dilemma-game-backend folder. Here you will find whatever scenarios will be played through in the game.