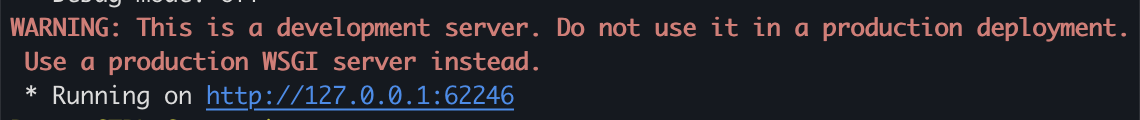
**Simple Guide to using the Game Builder App.**

**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

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  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.

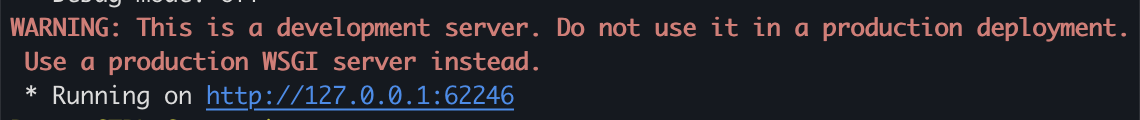
**Steps to run the apps manually.**

* 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**

**Prerequisites**

* You must add all the scenario files you want to run to the Scenarios folder in the GameFiles backend folder before packaging the game.

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* If you do not do this, the game will be packaged with no files.
* The scenarios will be ran in order of placement in the folder, if you want a scenario to be played first, make sure it is the first file in the folder.

**Main Screen.**

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

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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. It is important you do not edit the location of the GameFiles or Game Builder folders for this to work. You can move the EthicalDilemmaGame folder wherever you want it.
   * Once you zip the files, the terminal will show you exactly where they go



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1. Build Executable button
   * 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 if you run the Build Executable button on Windows, people on Mac will not be able to use it.
   * If the build completes successfully, you should get the following message:

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* + 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.
* To run this file on Windows, navigate to whatever folder you put the Game file in on the terminal and run Game.exe. You can also simply double click on the Game.exe file.