

Astro Crisis!

**An OpenGL project for Comp315-Advanced programming
course**

Deployment Manual



**School of Computer
Science May, 2015**

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REQUIREMENTS:

SYSTEM SPECS	MINIMUM SPECS	RECOMMENDED SPECS
Operating System	Windows XP or higher	Windows XP or higher
CPU	Intel Core i3, Dual Core	Intel Core i5, Dual Core or higher
RAM	1GB	2GB or more
HARD DISK SPACE	150MB	300MB
VIDEO GRAPHICS CARD	512MB DDR3 or higher	1GB DDR3 or more

ADDITIONAL REQUIREMENTS:

1) Code::Blocks 13.12 Mingw setup for Windows

Go to <http://www.codeblocks.org/downloads/26> and download and run codeblocks-13.12mingw-setup.exe from either of the 2 links, BerliOS or Sourceforge.net



File	Date	Download from
codeblocks-13.12-setup.exe	27 Dec 2013	BerliOS or Sourceforge.net
codeblocks-13.12mingw-setup.exe	27 Dec 2013	BerliOS or Sourceforge.net
codeblocks-13.12mingw-setup-TDM-GCC-481.exe	27 Dec 2013	BerliOS or Sourceforge.net

2) FreeGLUT 2.8.1-1

Go to <http://files.transmissionzero.co.uk/software/development/GLUT/older/> and download freeglut-MinGW-2.8.1-1.mp.zip

Name	Last modified	Size	Description
Parent Directory	-	-	-
checksums.txt	15-Mar-2015 21:10	1.1K	
freeglut-MinGW-2.4.0-3.mp.zip	15-Jan-2012 16:18	171K	
freeglut-MinGW-2.6.0-3.mp.zip	15-Jan-2012 16:18	182K	
freeglut-MinGW-2.8.0-1.mp.zip	11-May-2013 13:32	197K	
freeglut-MinGW-2.8.1-1.mp.zip	15-Mar-2015 21:10	405K	
freeglut-MSVC-2.4.0-3.mp.zip	15-Jan-2012 16:18	83K	
freeglut-MSVC-2.6.0-4.mp.zip	15-Jan-2012 16:18	166K	
freeglut-MSVC-2.8.0-1.mp.zip	11-May-2013 13:32	171K	
freeglut-MSVC-2.8.1-1.mp.zip	15-Mar-2015 21:10	186K	

Proceed to

http://wiki.codeblocks.org/index.php?title=Using_FreeGlut_with_Code::Blocks for instructions on how to use freeglut with Code::Blocks

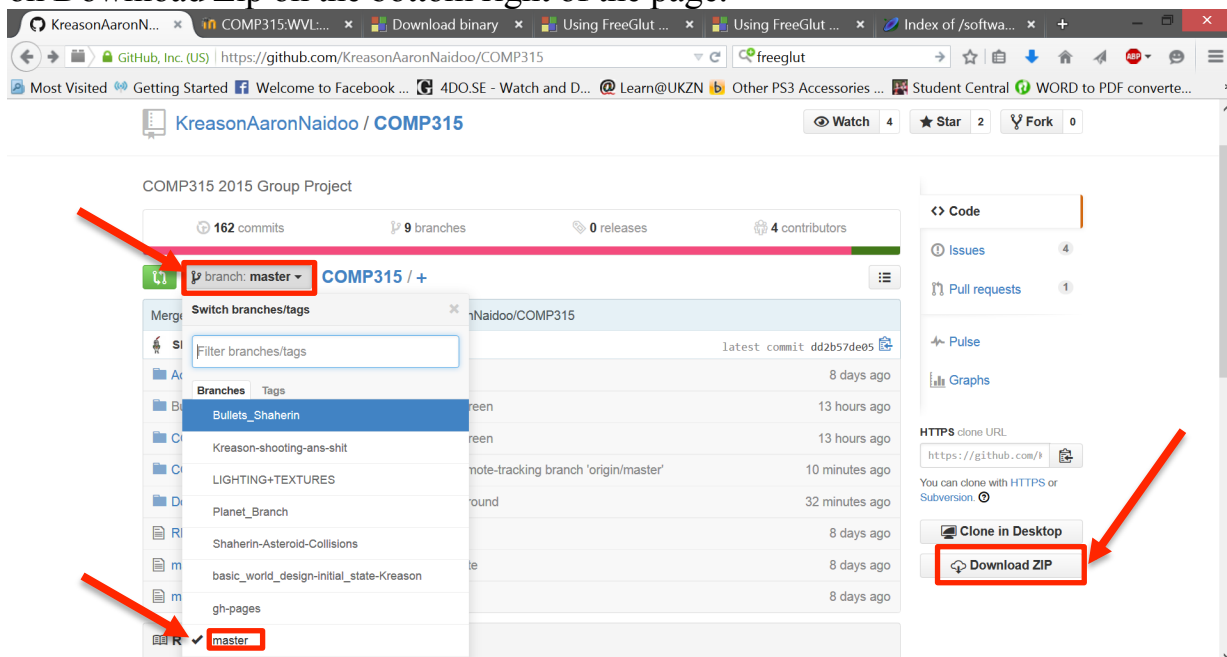
3) OpenGL 2.0

Instructions:

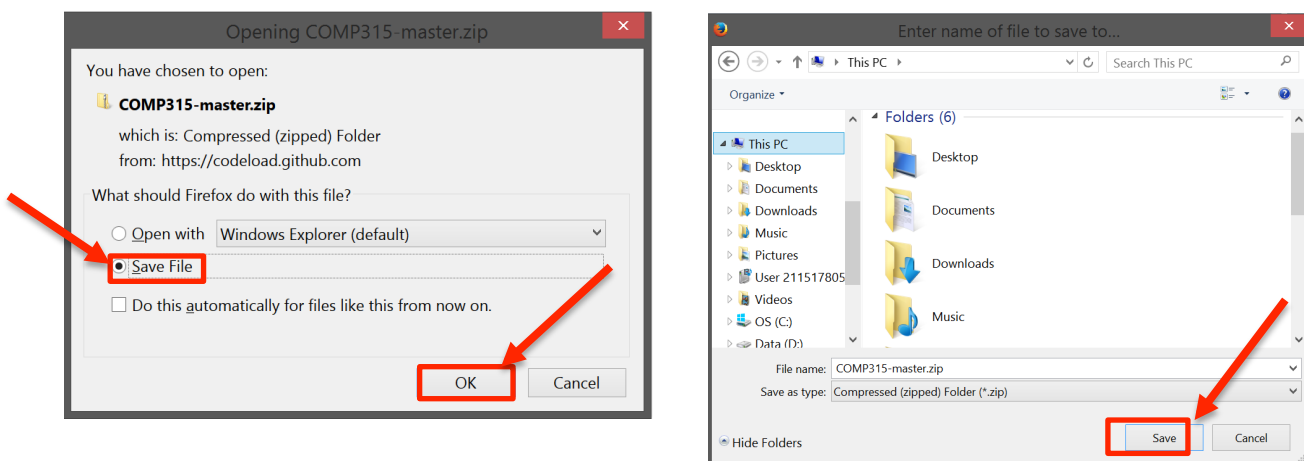
Open up your browser and proceed to the following website:

<https://github.com/KreasonAaronNaidoo/COMP315>

Once the page has loaded make sure the master branch is selected as indicated. Click on Download Zip on the bottom right of the page.

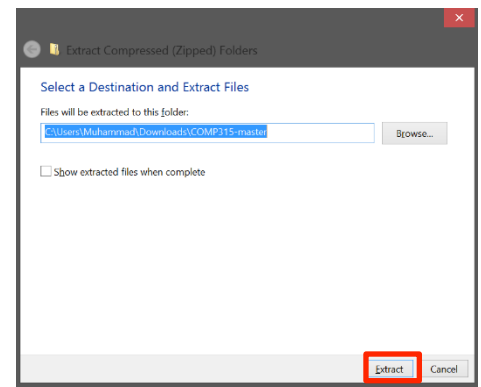
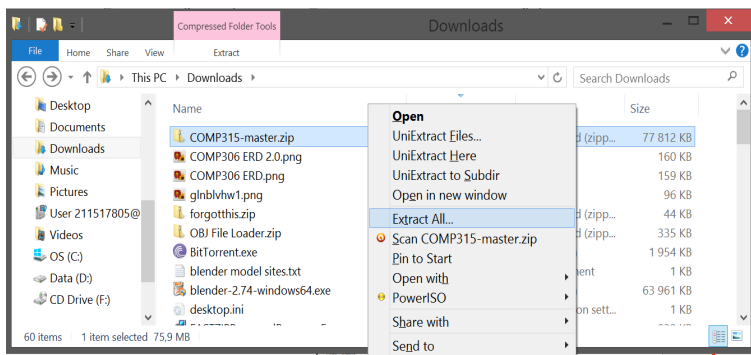


Choose Save File and then Click OK. Choose a destination folder and click save.



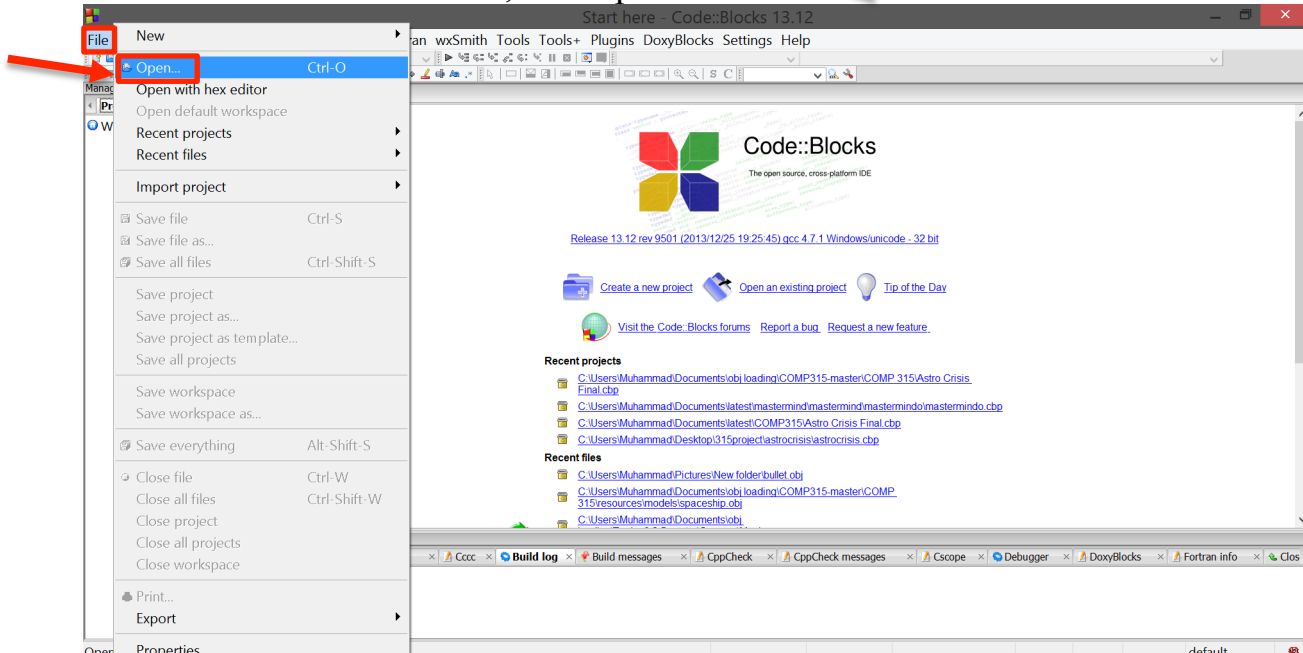
Once downloaded, extract the zip file by right clicking and selecting Extract All. Choose a destination folder and click Extract



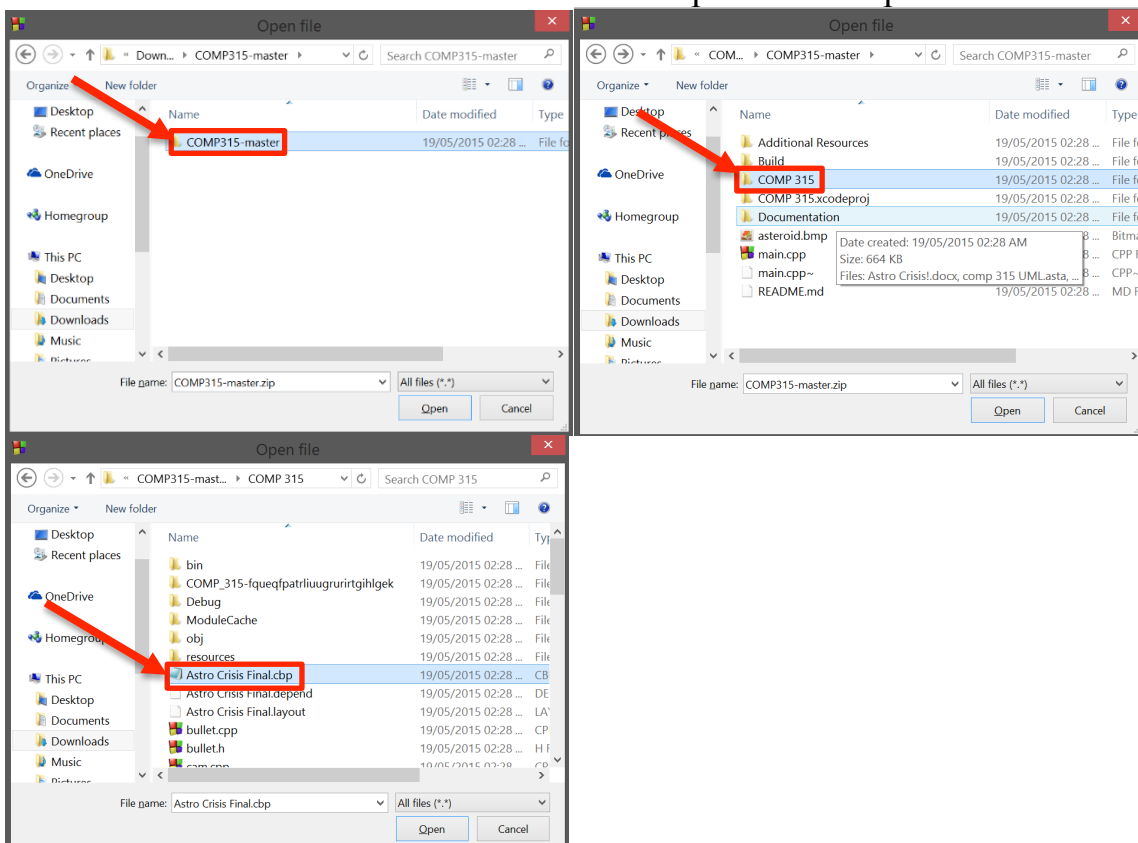


Run

Code::Blocks and select file, then open.



Navigate to the COMP315-master folder and double click on it then double click on COMP315 and select Astro Crisis Final.cbp and click open.



Finally, click the Build and Run button in the Code::Blocks Toolbar and you can

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now play the game.

