

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

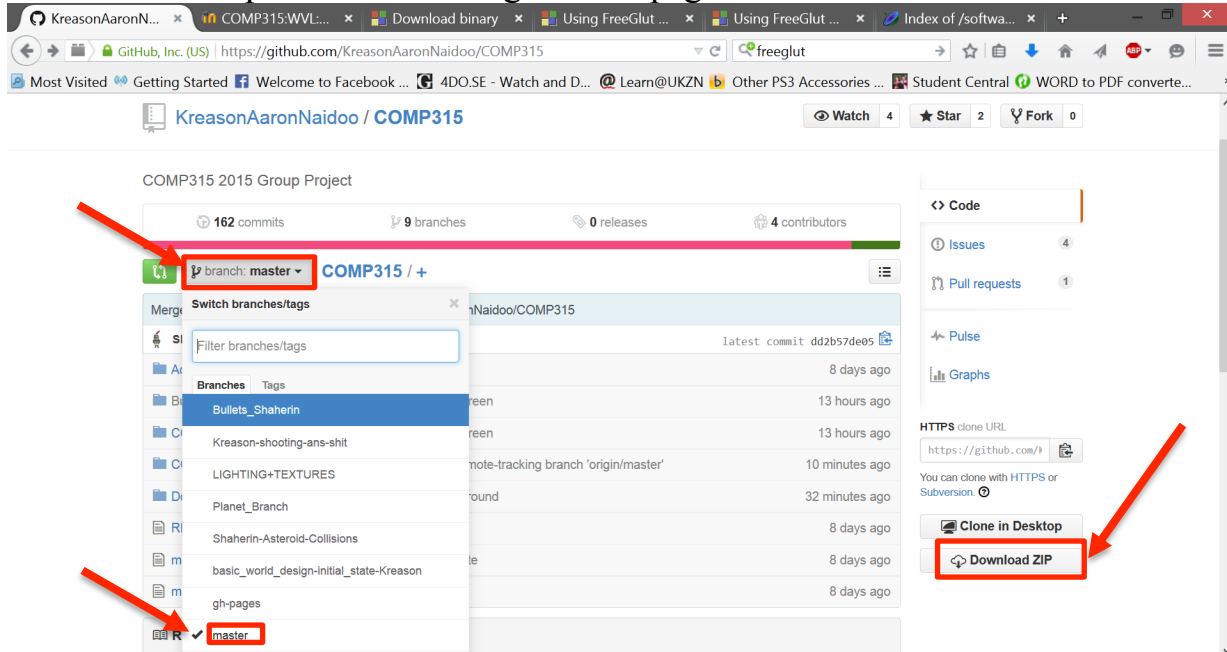
3) OpenGL 2.0

Instructions:

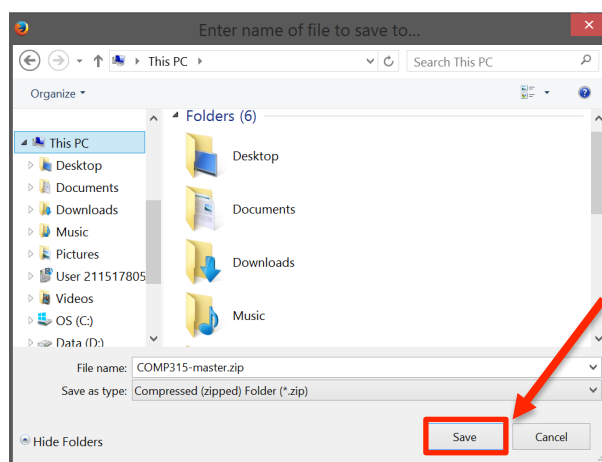
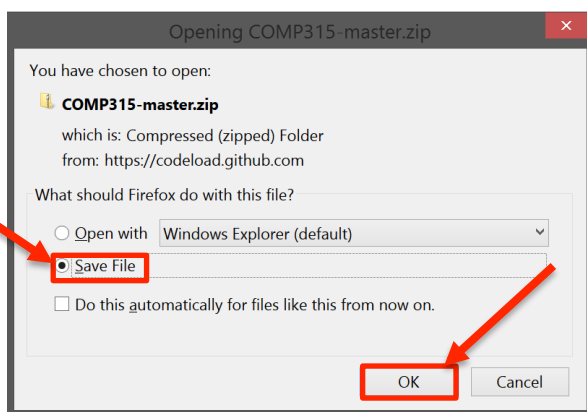
Open up your browser and proceed to the following website:

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

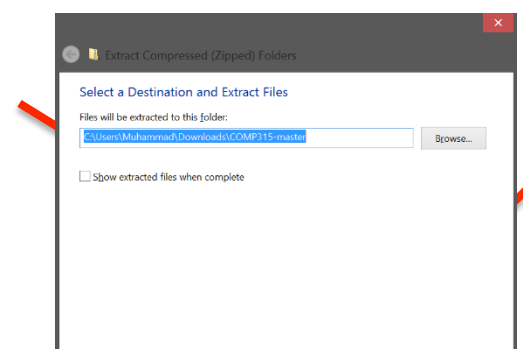
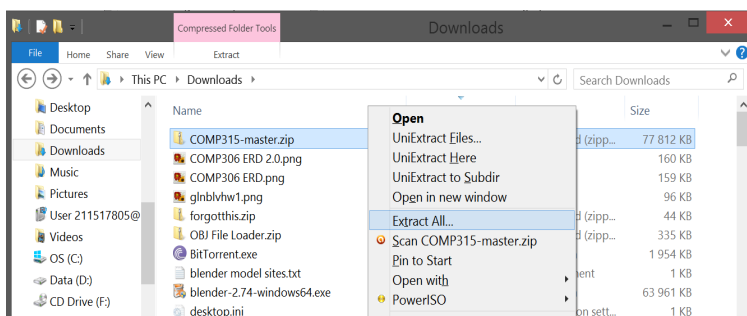
Once the page has loaded make sure the master branch is selected as indicated. Click on Download Zip on the bottom right of the page.



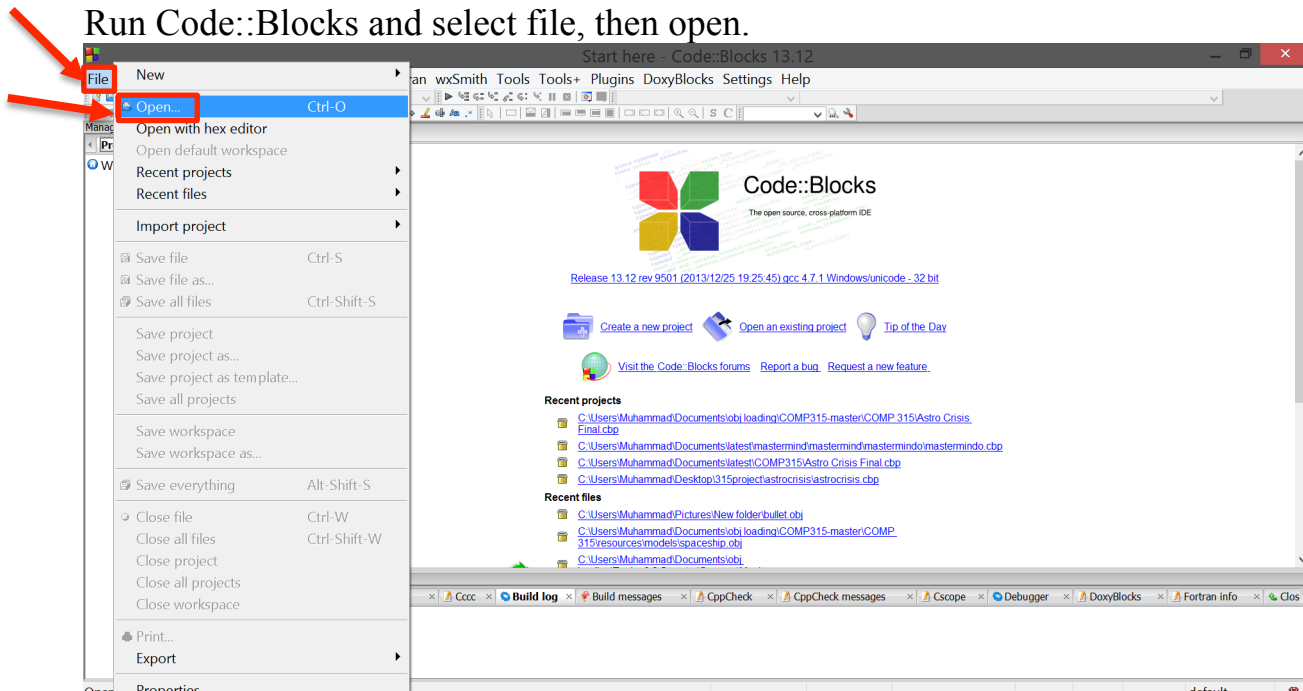
Choose Save File and then Click OK. Choose a destination folder and click save.



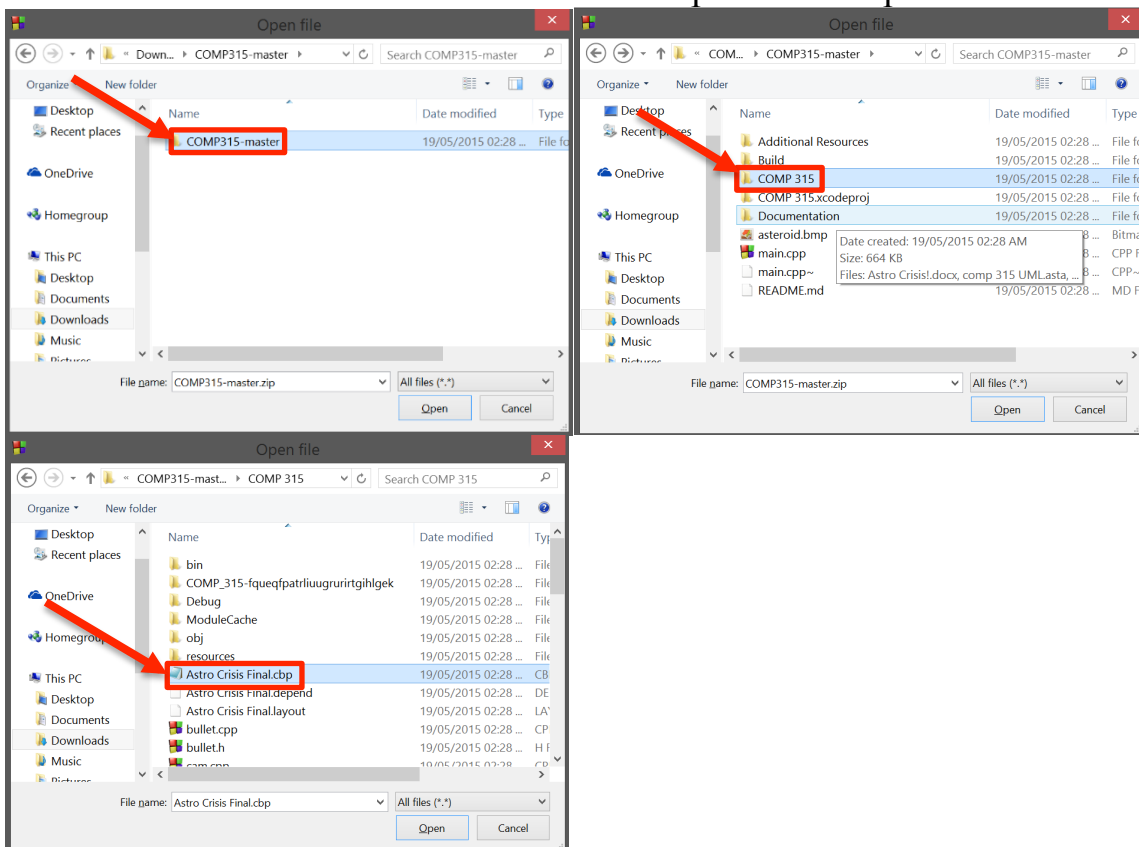
Once downloaded, extract the zip file by right clicking and selecting Extract All. Choose a destination folder and click Extract



Run Code::Blocks and select file, then open.

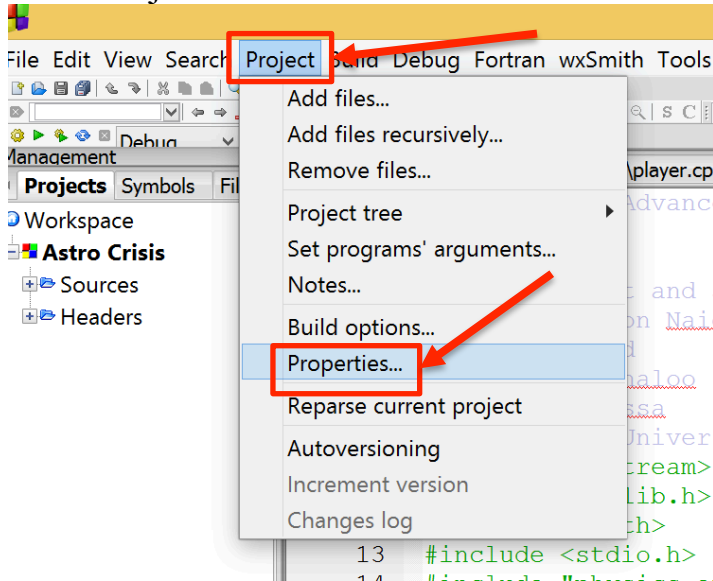


Navigate to the COMP315-master folder and double click on it then double click on COMP315 and select Astro Crisis Final.cbp and click open.

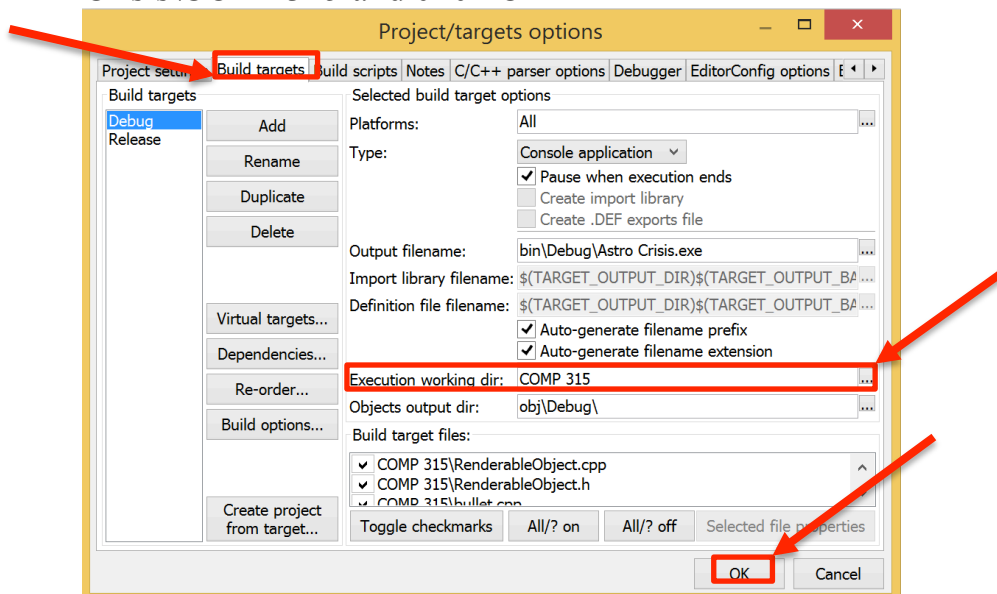


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Click Project in the Code::Blocks menu bar and choose Properties



Go to Build Targets and change the Execution working directory to Astro Crisis\COMP315 and click OK



Finally, click the Build and Run button in the Code::Blocks Toolbar and you can now play the game.

