Astro Crisis!

An OpenGL project for Comp315-Advanced programming course

Deployment Manual

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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

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

   Proceed to
   http://wiki.codeblocks.org/index.php?title=Using_FreeGlut_with_Code::Blocks for instructions on how to use freeglut with Code::Blocks
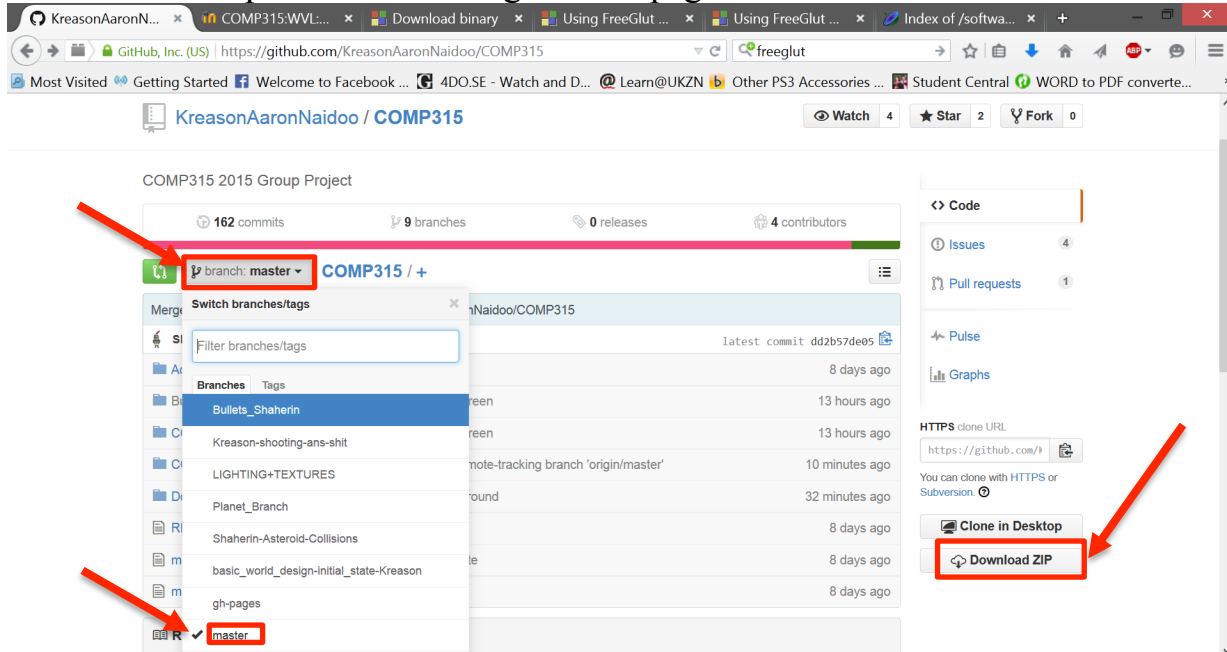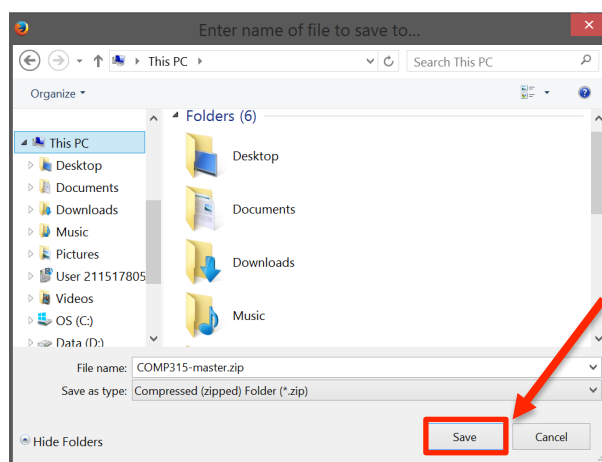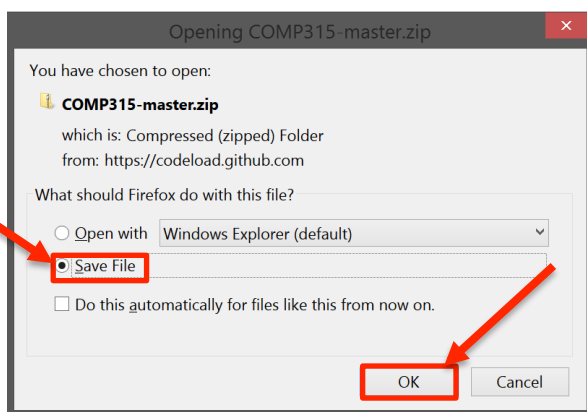
3) OpenGL 2.0

Instructions:

Open up your browser and proceed to the following website:
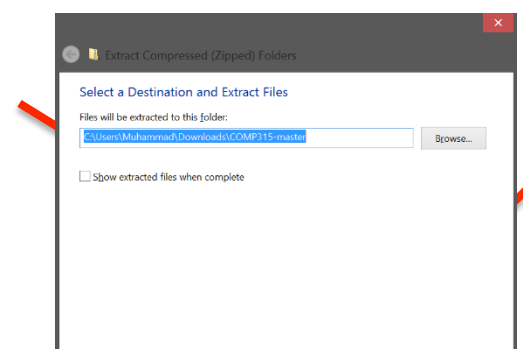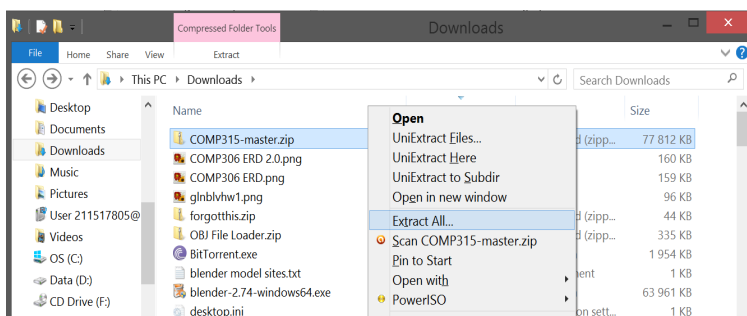https://github.com/KreasonAaronNaidoo/COMP315
Once the page has loaded make sure the master branch is selected as indicated. Click on Download Zip on the bottom right of the page.
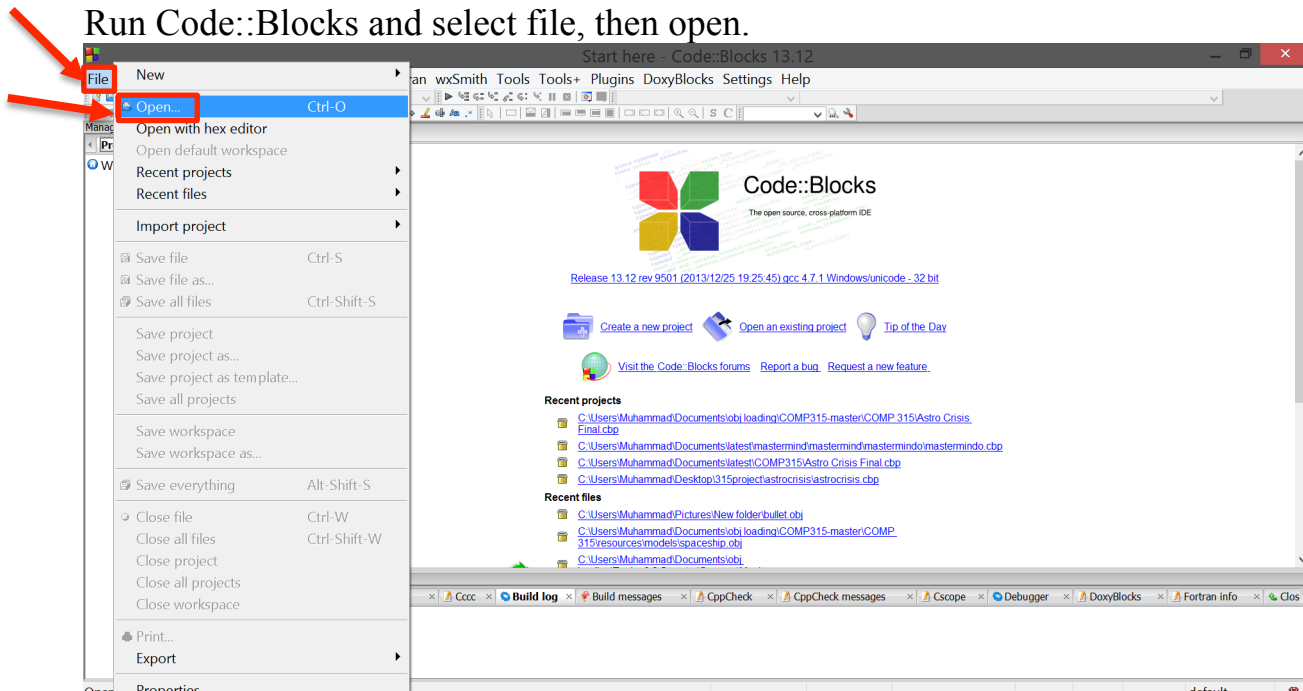

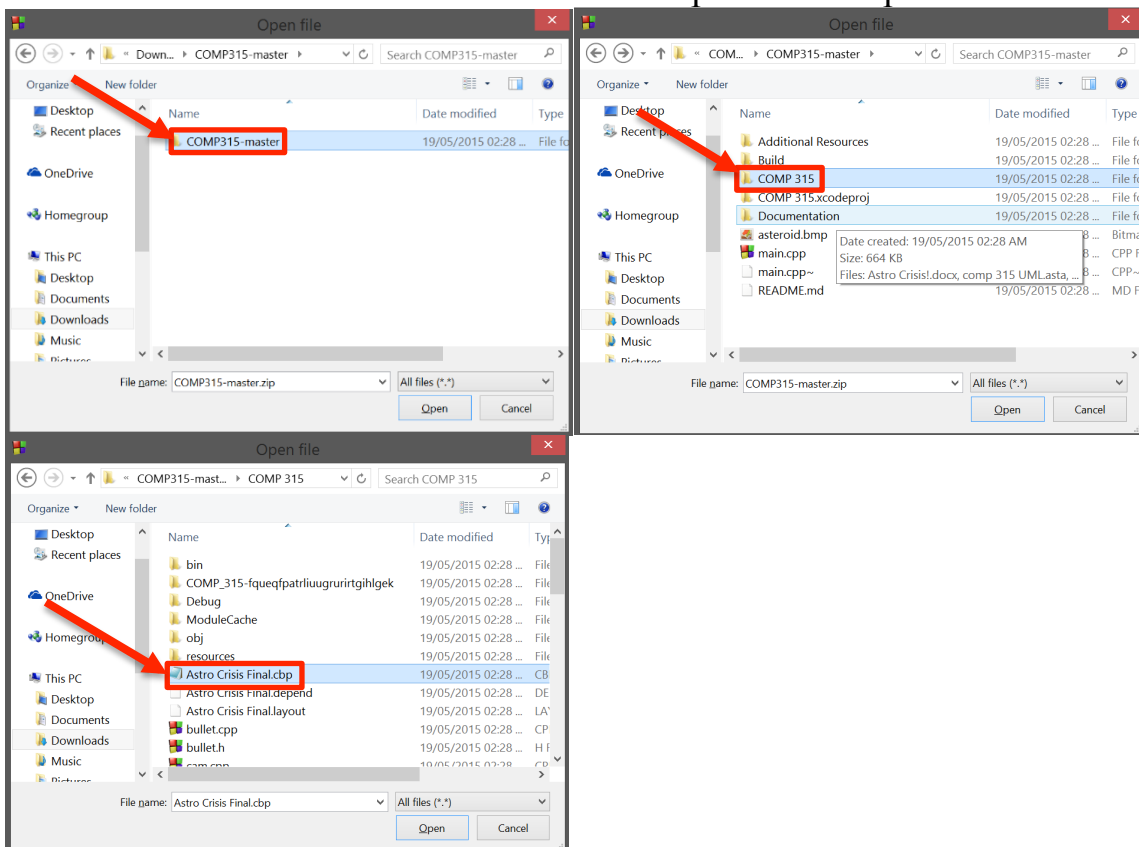Choose Save File and then Click OK. Choose a destination folder and click save.

Once downloaded, extract the zip file by right clicking and selecting Extract All. Choose a destination folder and click Extract
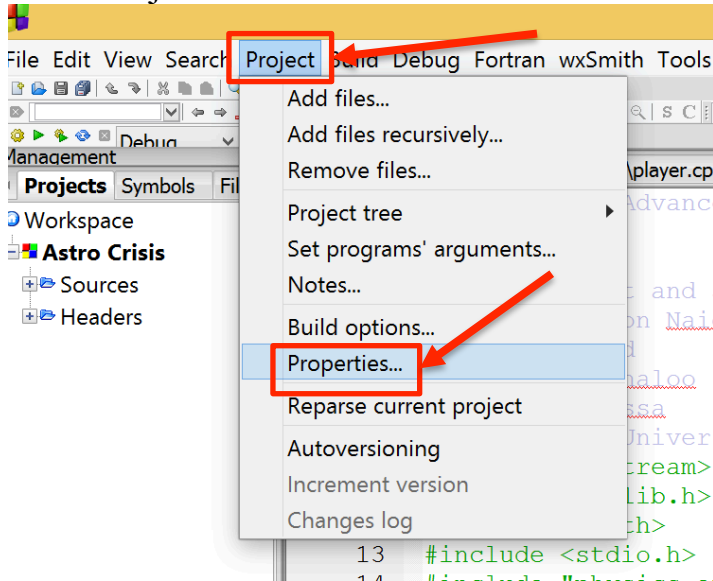
Run Code::Blocks and select file, then open.

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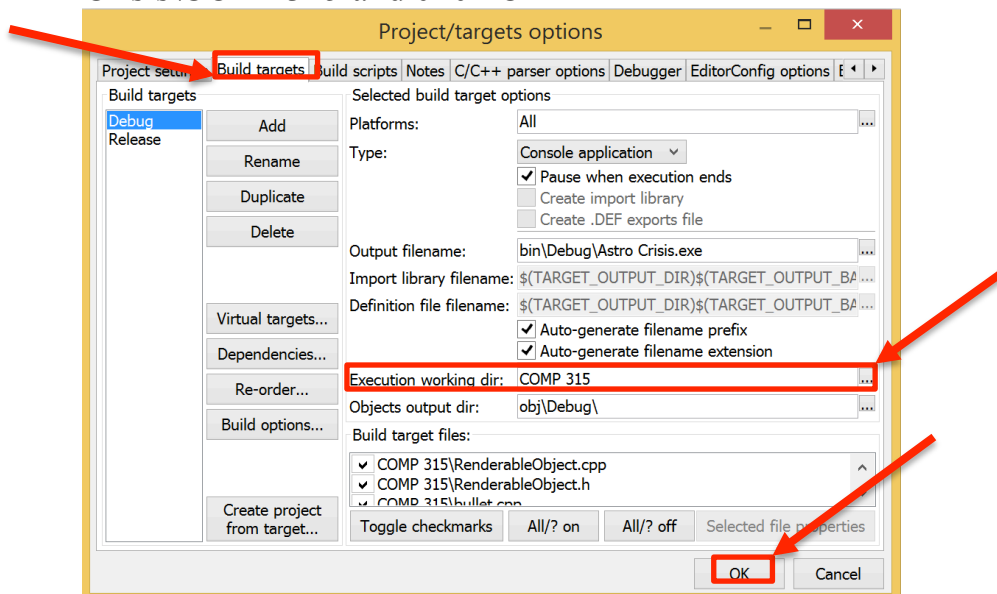
Click Project in the Code::Blocks menu bar and choose Properties

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.