

Installation guide

This guide demonstrates how to get DungeonCrafter set up for development within the IntelliJ IDE. The guide explains the prerequisites required along with how to configure IntelliJ to run the LibGDX project.

Installing JRE8:

In order to compile the code, JRE 8 is required, this can be downloaded from the link [here](#)



Installing GIT:

In order to copy the code to your personal machine, GIT is required, GIT can be downloaded from the link [here](#), alternatively you may install it using your preferred package manager on Linux.

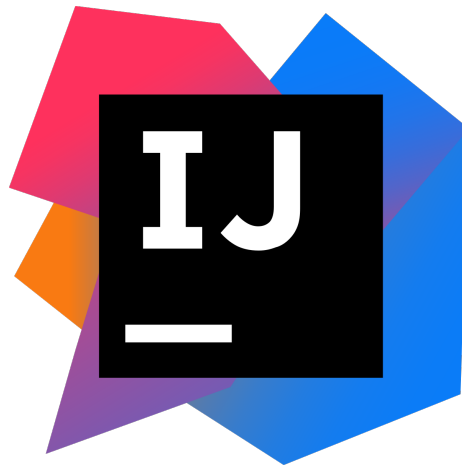


To copy the project files from the GIT repository to your local machine run 'git clone' followed by the project directory (<https://github.bath.ac.uk/Team-Cyan/Dungeon>) which can be accessed [here](#). This will create a folder named 'Dungeon' with all project files inside.

```
Terminal
~ >>> git clone https://github.bath.ac.uk/Team-Cyan/Dungeon
Cloning into 'Dungeon'...
remote: Enumerating objects: 359, done.
remote: Counting objects: 100% (359/359), done.
remote: Compressing objects: 100% (207/207), done.
remote: Total 3554 (delta 192), reused 218 (delta 105), pack-reused 3195
Receiving objects: 100% (3554/3554), 350.74 MiB | 5.52 MiB/s, done.
Resolving deltas: 100% (1538/1538), done.
~ >>> 
```

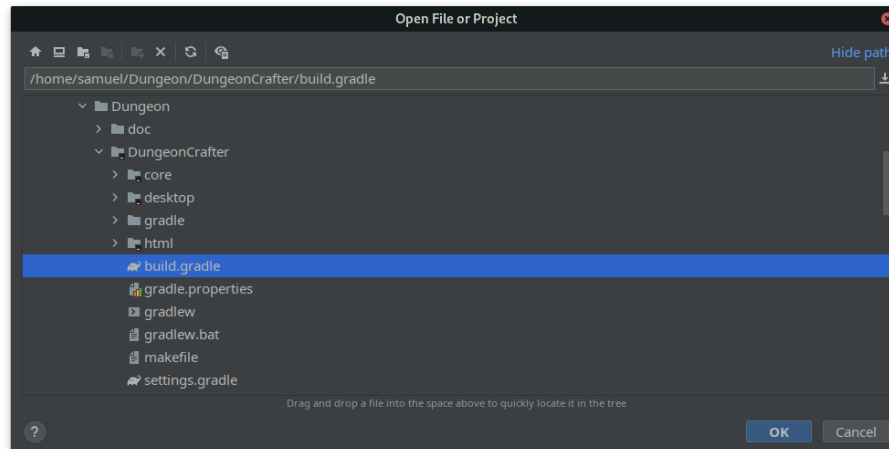
Installing IntelliJ:

The IntelliJ IDE can be downloaded from the link provided [here](#)

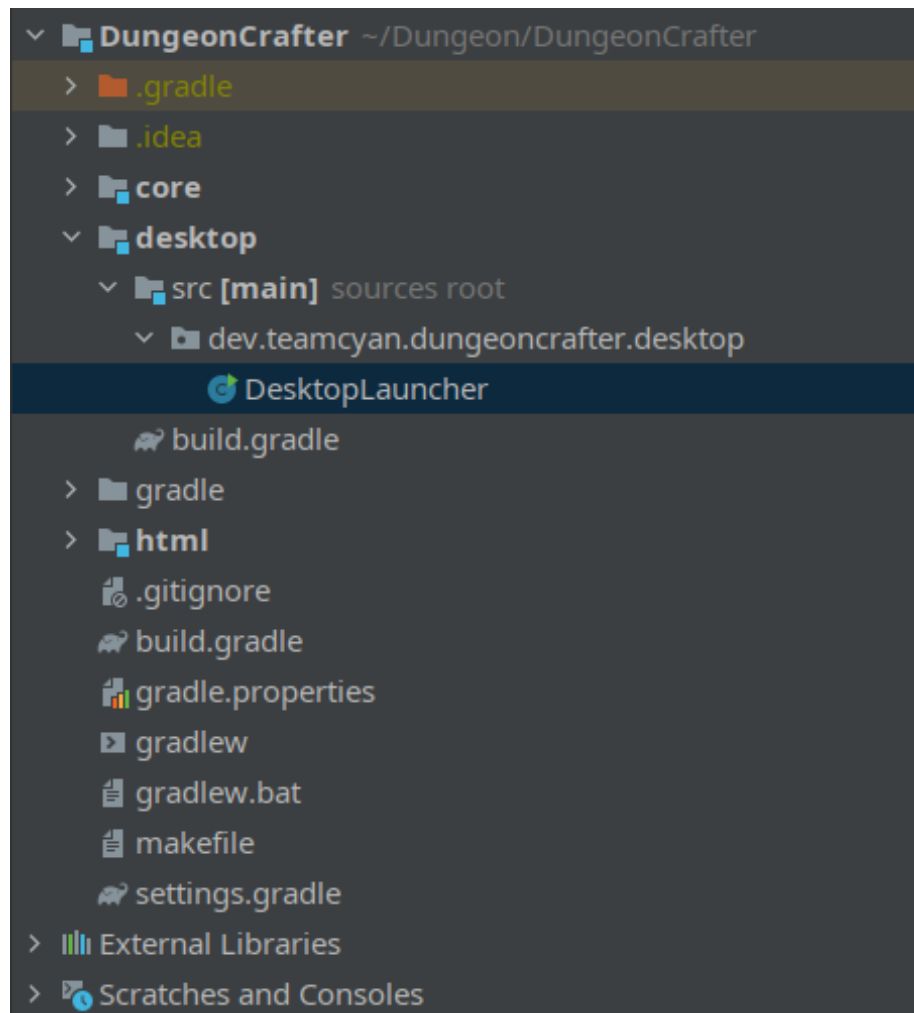


Configuring IntelliJ:

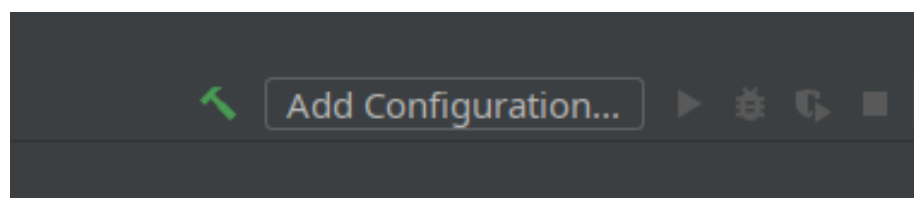
Select open file or project within IntelliJ and navigate to the file 'build.gradle' within the folder DungeonCrafter.



Once the project has opened navigate to and open the 'DesktopLauncher' file within 'desktop/src ...'



Once the file is open within IntelliJ, a run configuration need to be created to instruct IntelliJ on how to run the project. Select the 'Add Configuration' box to add a new configuration.



Select DesktopLauncher as the main class from the drop down list.

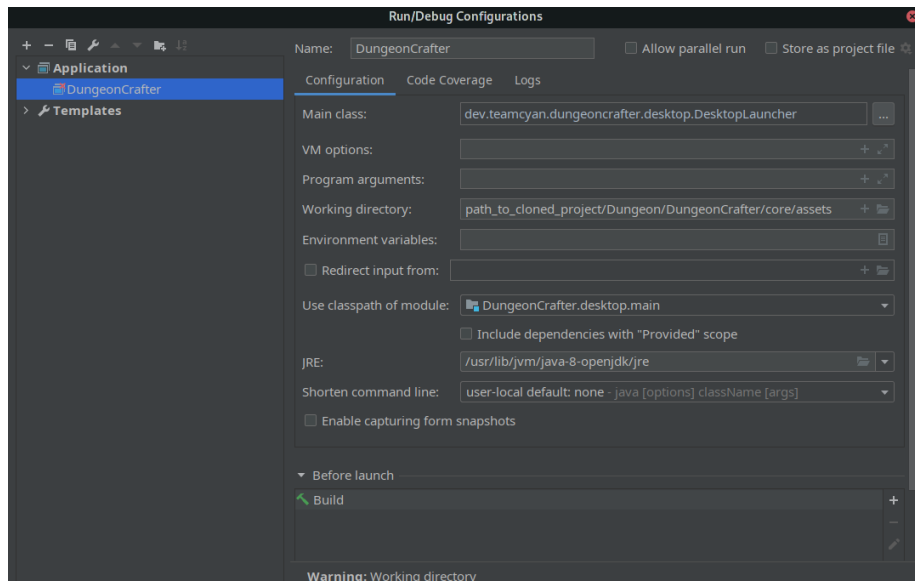
The working directory needs to be set to the 'assets' folder within the Dungeon-

Crafter folder.

Select 'DungeonCrafter.desktop.main' from the 'use classpath of module' drop-down menu.

Select the installation location of the Java Runtime Environment Version 8

Click 'Apply' or 'Ok' on the bottom right of the configuraton window



Once this has been completed, the add configurations button will be replaced with the configuration that has just been created. To run the code, click the green triangle to the left of the DungeonCrafter configuration. To debug the project, select the green bug to the right of the green triangle.

