

# Legend of the Great Unwashed User Manual

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## 1 About

## 2 Story

## 3 Installation

### 3.1 Windows

#### 3.1.1 Minimum Requirements

#### 3.1.2 Recommended Requirements

#### 3.1.3 Dependencies

#### 3.1.4 Building

### 3.2 OS X

#### 3.2.1 Minimum Requirements

- OS X 10.7 (Lion)
- 512MB RAM
- 300MB Disk Space
- 512MB Video RAM (VRAM)

#### 3.2.2 Recommended Requirements

- OS X 10.11 (El Capitan)
- 2GB RAM
- 600MB Disk Space
- 1GB Video RAM (VRAM)

#### 3.2.3 Dependencies

- Xcode Command Line Tools
- Xcode
- Homebrew OS X package manager
- SDL2
- gcc 5.0.2

### 3.2.4 Building

**Dependency Resolution** Before LOTGU can be installed, all of the necessary dependencies must be resolved. Many of the dependencies must be built from their respective source code, and as such, require Apple's Xcode IDE and the accompanying Xcode Command Line Tools. Installing Xcode can be done from OS X's App Store, and is free. Once Xcode is installed, the command line tools should be installed using the following command:

```
xcode-select --install
```

Next, install the Homebrew package manager, which can be done with the following command:

```
ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

After Homebrew's installation is complete, gcc 5.0.2 should be installed. With Homebrew, it is a simple matter of executing the following command:

```
brew install gcc[1]
```

This specific version of gcc is necessary to resolve conflicts that arise between OS X's native C/C++ compiler, and so the makefile used during installation explicitly requires this version of gcc. Finally, SDL should be installed. This is accomplished with the following command:

```
brew install sdl sdl2 sdl2_gfx sdl2_image sdl2_mixer sdl2_ttf
```

This single command will install the main SDL2 library and all additionally required packages for audio and video rendering.

**Installation** With all of the required dependencies satisfied, LOTGU can be built with a single command:

```
make -f Makefile.mac
```

This will build all of the modules from source and link them appropriately. The final executable will be placed in the current directory with the name `convenienced`. This executable can be run with the command

```
./convenienced
```

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<sup>[1]</sup>Installation of GCC 5.0.2 may take upwards of 60 minutes to complete. During this time, the Terminal may appear unresponsive. This is normal behavior and is expected during installation.

### **3.3 Linux**

#### **3.3.1 Minimum Requirements**

#### **3.3.2 Recommended Requirements**

#### **3.3.3 Dependencies**

#### **3.3.4 Building**

## **4 Gameplay**

### **4.1 Main Menu**

### **4.2 Interface**

### **4.3 Inventory & Collectibles**

### **4.4 Death**

### **4.5 Victory**