**Adding the Game Environment to a JCreator Project**

***Method 1*:Copy the JCreator Project Template**

1. Create a folder.
2. Copy the project JCreator project JCGameTemplate7 located in the Game Environment\IDE Tools\JCreator subfolder on the DVD that accompanies this textbook. Paste it into the folder created in Step 1.
3. Open the project JCGameTemplate7, and add the program specific code to it.

***Method 2*: Add the game environment package to the classes folder of a new JCreator project**

1. Create a JCreator project
2. Copy and paste the folder edu (i.e., the package edu.sjcny.gpv1) into the project's classes folder.
3. Include the following import statement in the application:

**import** edu.sjcny.gpv1.\*;