Setting up environment

My game is built using OpenFrameworks for Mac OS. The version that I’m using is of\_v0.9.8\_osx\_release.

The only file that requires to be changed is config.make. Currently it has the line # OF\_ROOT = ../../../of\_v0.9.8\_osx\_release, this is because my openframeworks folder is located 3 levels up from my project folder. You can move them within the same folder or one folder up, you just need to change the OF\_ROOT path.

Testing

I build and test my project with XCode, however I believe that when the makefile is set up it should work with any IDE. Additionally, a built version of the game can be found in the bin folder: “circleGameDebug.app”

Gameplay

The game flashes several cirles at you for 5 seconds. You have to memorize their positions. Clicking the green circles will increase your score. Clicking the red circles will decrease your score and make you lose a life. Missing completely will make you lose a life. More circles will appear and the difficulty will increase as the game progresses.