

MAZIUS III

sae-s3.a.01-2022-sujet08

BOUGRAIN Nathan,

HENRIQUES Valentin,

BUT INFO 2ème année TP3

Test files are already in the load menu

Step to compile the project:

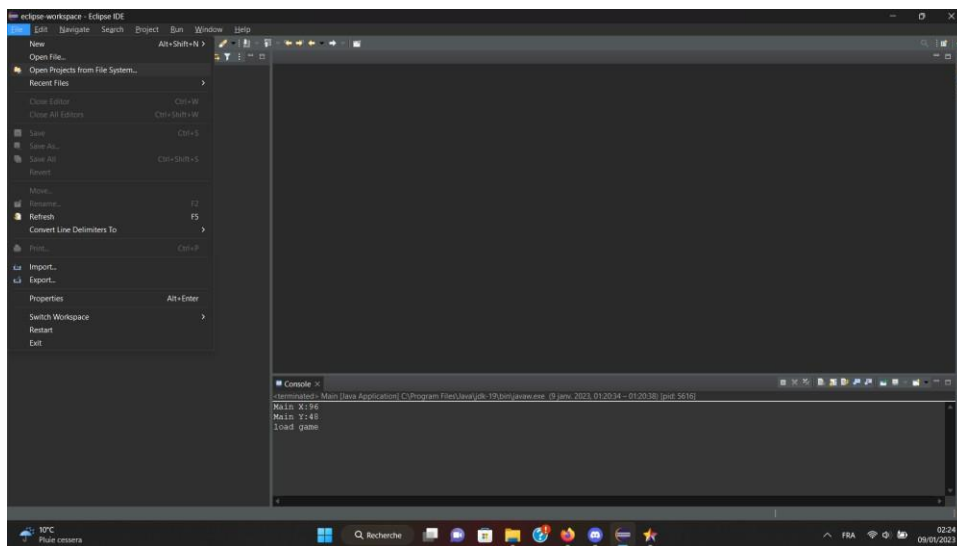
0) Make sure to have java installed and have jdk 17 or more.

1)Download Eclipse IDE <https://www.eclipse.org/downloads/>.

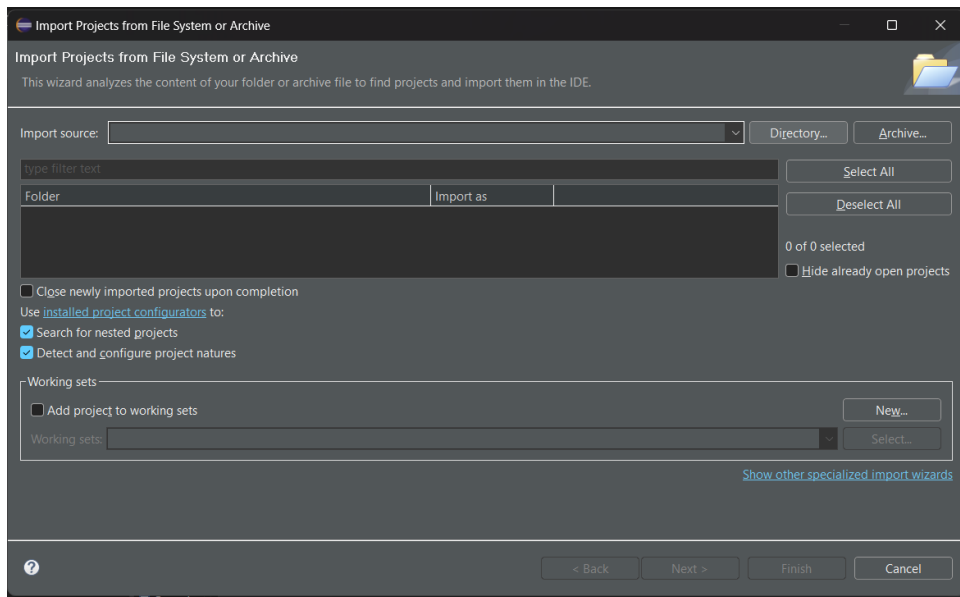
2)Install for java developper.

3)Start Eclipse .

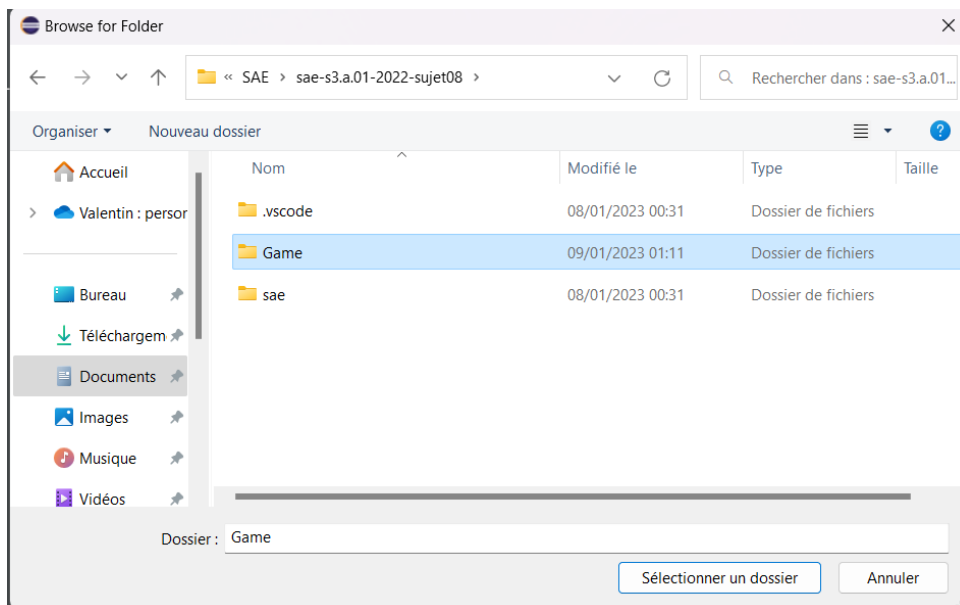
4)Go to File>Open project from file system .



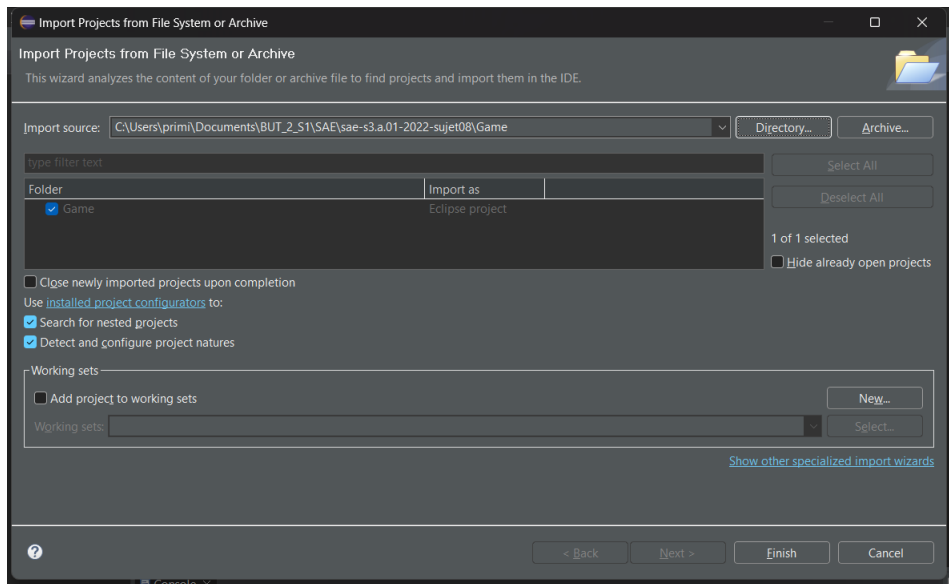
5)Click on directory.



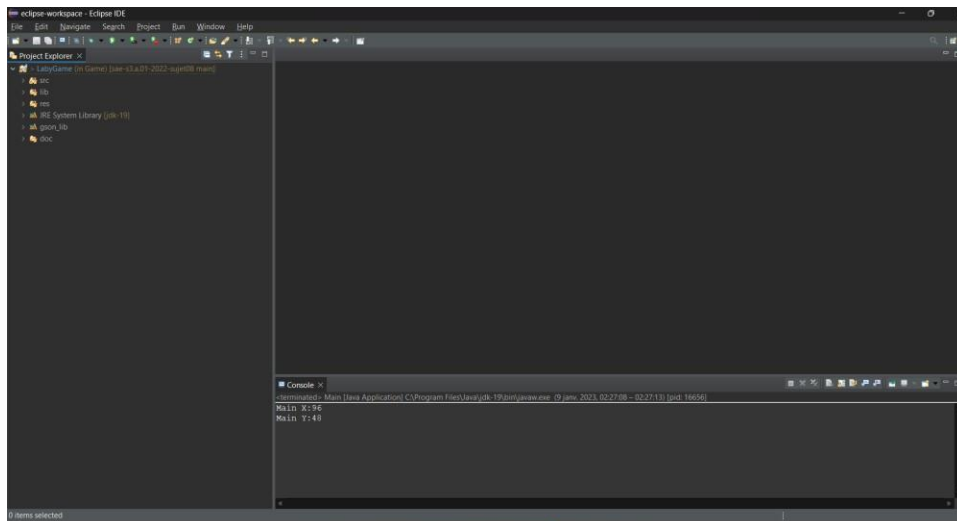
6) Select Game folder.



7) Click on Finish.

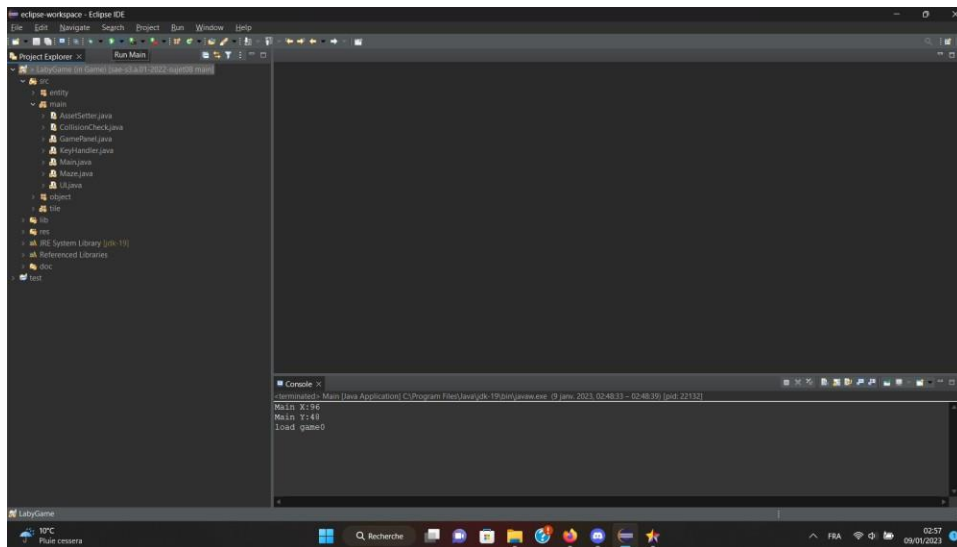


8) Now you should have the project opened like this .

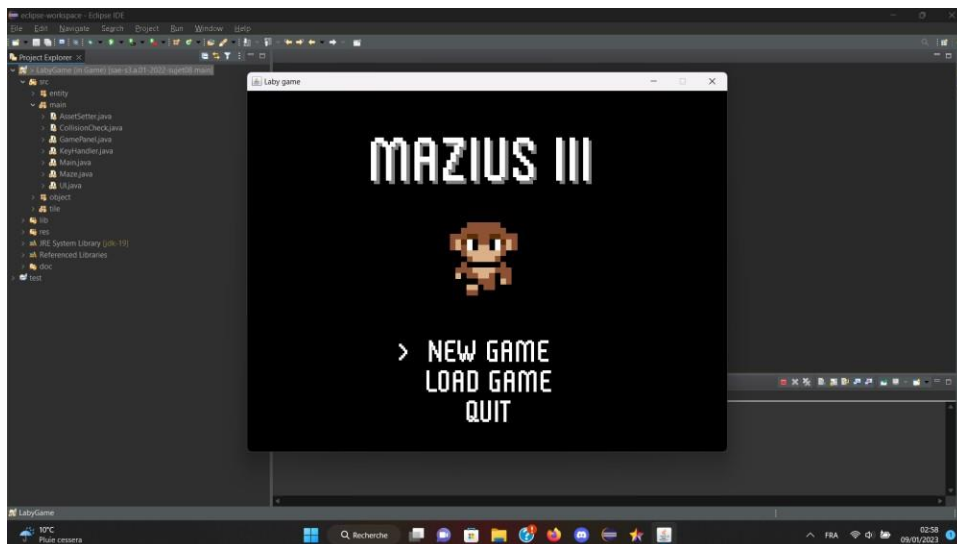




9) Click on the green arrow on the top left to compile.



10) Now the software is opened.



We used eclipse IDE because it's known for the plug-ins and library support, in our project we used the gson library, in order to use it we had to use an ide capable of manage external library and eclipse is perfect for this.