

Bubble Trouble User Manual

Group 4 - Asif Hassan, Darshan Ramesh, Navin Reddy, and Sighvatur

Windows:

Compilation:

Prerequisites: SDL2, SDL2_image, SDL2_mixer and SDL2_ttf in C:\Dev* folder respectively, or change the project file to point to the correct SDL folders.

1. Download the Project files.
2. Open the Project folder.
3. Open the "BubbleTrouble\BubbleTrouble.vcxproj" file with Visual Studio.
4. Run the program with or without Debugging inside Visual Studio.
5. Use "A/left arrow" key to move the player towards left.
6. Use "D/right arrow" key to move the player towards right.
7. Use "Spacebar" to shoot the arrow.
8. Use "P" to pause and unpause the game.
9. Use "ESC" to quit the game
10. Use "ENTER" while paused to restart the game

Just Play:

Run the BubbleTrouble.exe file in the Project folder.

1. Use "A/left arrow" key to move the player towards left.
2. Use "D/right arrow" key to move the player towards right.
3. Use "Spacebar" to shoot the arrow.
4. Use "P" to pause and unpause the game.
5. Use "ESC" to quit the game
6. Use "ENTER" while paused to restart the game

Linux:

Compilation:

Prerequisites: Install SDL2, SDL2_image, SDL2_mixer and SDL2_ttf packages.

Method 1:

1. Download the Project files

2. Open the terminal and navigate to “BubbleTrouble/BubbleTrouble” from the parent directory of the project.
3. Type “make” and press enter to compile.
4. After compiling type “./game” and press enter.

Method 2:

1. Download the Project files
2. Open the terminal and navigate to “BubbleTrouble/BubbleTrouble” from the parent directory of the project.
3. Change the permissions for “run.sh” by using the command “chmod a+x run.sh”
4. Type “./run.sh” and press enter