

<b>Course:</b>	INFO6025 – Configuration and Deployment
<b>Weight:</b>	<b>20% to 33% of final mark (depending on number of projects)</b>
<b>Due Date:</b>	February 20 <sup>th</sup> , 2019 11:59 p.m.

## Description and Purpose

---

Automate deployment process of your videogame/project using MSBuild and NSIS.

## Details

---

Use your favorite functional **OpenGL project** to implement the following:

1. **5 Marks.** Using itemgroups, property groups and tasks:
  - i. Fully deploy all needed files to run your video game **as a project02.zip file** under `c:\cnd\YourLastNameYourFirstName\project02.zip`
  - ii. By running MSbuild from VS2017 developer cmd as follows previous task should be completed: `msbuild yourprojectfile.vcxproj`
  - iii. You will need an additional dummy folder called “extra\_assets” for next question, add 5 dummy images to it and include it on your zip file.
2. **15 Marks.** Using NSIS create an installer script as follows:
  - a. Include all files inside project02.zip file as part of your executable.
  - b. Show the following pages:
    - i. Welcome page showing your video game name and YourLastName FirstName
    - ii. License page (MIT, Apache, GPL, etc.)
    - iii. Allow user to select optional module/section (a folder with extra assets)
      1. Folder name: “extra\_assets”
      2. Place 5 dummy images under previous folder.
    - iv. Install your videogame under `c:\cnd\YourLastNameYourFirstName\videogame`
    - v. Install a start menu shortcut, by clicking your start menu shortcut your videogame should run
    - vi. Write an entry on windows registry under:  
`HKEY_LOCAL_MACHINE/SOFTWARE/INFO6025/YORLASTNAMEYOURFIRSTNAME/`  
Name: videogame Data: yourvideogame.exe full path
  - c. Create uninstaller
    - i. Delete “`c:\cnd\YourLastNameYourFirstName`” folder
    - ii. Remove previously created registry entry
    - iii. No files related to your install should remain on host computer

## Plagiarism

---

- **While you may freely “borrow” mine (or anyone other) code but your code should be “sufficiently” different from mine**
- In other words, you cannot simply use an existing game engine (or part of a game engine) to complete this assignment; it should be either completely new or significantly modified
- You will receive zero (0) for this assignment if you send my code (copy/paste) for review.

## Grading Scheme

---

- Normally a grade of zero (0) will be assigned to any assignment that is submitted late. However, certain rare exceptions apply based on Fanshawe Policy A131(formerly 2C-02) "Missed Evaluations".
- If your code does not even compile, I will not mark it. Period. This will get you a mark of zero (0).
- If your code does not build (i.e. linker error) and run (i.e. no crazy run-time crash that is unexpected), I may investigate this further, but only if there is some simple problem and/or very slight and/or obvious (and easy to fix) configuration error.
- Items reflect possible marks, you could receive less marks depending on your implementation.
- **If you damage host OS with your installer anyhow, you will receive zero (0) for this assignment.**

## Project Corrections

---

If any corrections or changes are necessary, they will be posted to the course web site and you will be notified of any changes in class. It is your responsibility to check the site periodically for changes to the project. Additional resources relating to the project may also be posted.