



COMP3211 Software Engineering ProjectGroup 1

Developer Manual

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1 Preparation

In order to run and test Jungle Game, you need to run it in the following environment and use our recommended IDE.

- ☑ Java JDK Version: 11.0 ~ 18.0
- ☑ IDE: IntelliJ (Version: >2019)
- ☑ Running Platform(OS): macOS Ventura/macOS Monterey/Ubuntu v22.10

2 Running

Developer could run the game in IntelliJ or terminal.

- When running game in IntelliJ:
 1. Open the project file in the IDE.
 2. Run `GameController.java` in the `/src/controller` path.
- When use terminal to run the game:
 1. First put the project folder (*JungleGame*) on your machine
 2. Open the terminal (macOS can use terminal or iTerm)
 3. Go into the project directory:

```
cd ./JungleGame/
```
 4. Directly run the game:

```
java -cp ./out/production/JungleGame controller.GameController
```

3 Compile

1. Open the project folder in IntelliJ.
2. Build the project by click on the green Hammer icon in the upper right section
3. Follow steps in section 2 to run it directly or use terminal to run.

4 Debugging

1. Open the project folder in IntelliJ.
2. Run `GameController.java` in the `/src/controller` path first.
3. Enter debugging mode by click on the green Bug icon in the upper right section