Instructions to Run & Use Product
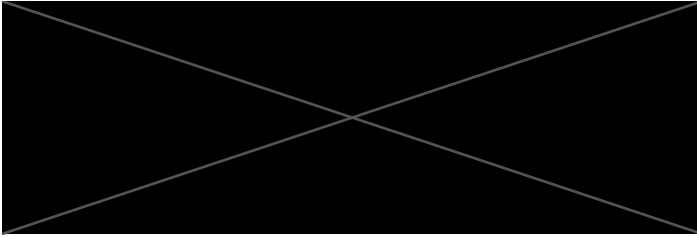
Project Title: Not Flappy Bird

Date: 30.06.2024

Step 1: Downloading the Java Project File

1. Go to your devices terminal (MacOS) or command prompt (Windows)

2. Run the following code:

   git clone https://github.com/System-Dev-Class-Project/NotFlappyBird.git

   Note, for mac users, this may require Homebrew or Apple Developer Tools to be pre-installed

Step 2: Importing the project

1. Open your chosen IDE (Eclipse IDE Suggested)

2. Import "existing projects into workshop"

3. Browse for the newly downloaded folder "NotFlappyBird" in the "Select root directory" section and ensure that the option "search for nested projects" is ticked on.

Step 3: Running the Game

1. Expand the "NotFlappyBird1" folder

2. Expand the "src" folder

3. Expand the "flappymappydeluxe" package

4. Run the class "GameServer" class, this initializes the local host (same wifi connection) to share high scores amongst the players.

   This step is not mandatory, however it allows for the functionality of highscores to initialize and function

5. Run the class "FlappyClass" to play the game. Any further instructions (such as when selecting a new aesthetic skin or background) will prompt the user to restart the game to initialize the changes.

   Use Left Click to flap the bird!

   The Game is designed to be played in the provided Java Application Window- Not fullscreen. It may be played in fullscreen however aesthetics may be skewed.

   Any custom Settings do not require a restart (otherwise the user would be prompted). If the user decides to close the program, any custom settings will be reset automatically to default. This was done intentionally to play the game as intended and avoid users from forgetting custom settings being active should they revisit the game at a later stage.