



Link to Github in header.

Instructions: open github link; find files (such as the map generator), and run the code (down load and run as a Java code file)

Instructions:

Log in:

1. open github link and download all files into a single folder.
2. Javac all of the files
3. To begin the program do: java Runner
4. This brings you to the login screen.
5. From here you can login to an existing account or create a new account
6. After logging in you are taken to the main menu
7. From here you can navigate to character creation. map , or ability

Character Creation:

1. Follow on screen instructions to create a character object.

Map:

1. Will automatically create the map designed in the testfile, with '-' characters being walls or non interactable things and any other character being open space.

Other Files:

1. To see the current 'abilities/spells' file, file 'AbilitiesRoughraft' and open to view code.
2. To see the current save for abilities/spells, locate file 'CreateAbilities' file and open to view code.
3. To see the current load for abilities/spells, locate file 'CreateAbilities' file and open to view code.

Group participation:

Charles Chatwin	Created the document, began collaboration with other members. Worked on Abilities classes.
Michael Hartzell	Created all files dealing with logging in and user creation and logging in
Kristoffer Schindele	Created CharacterObject, COCreationGUI, CharacterCreationUtils
Logan Brewer	Created PreMadeMaps and the accompanying testfilemap