## Flappy Bird by Team Kamui

### **Instructions to Load and Play the Game:**

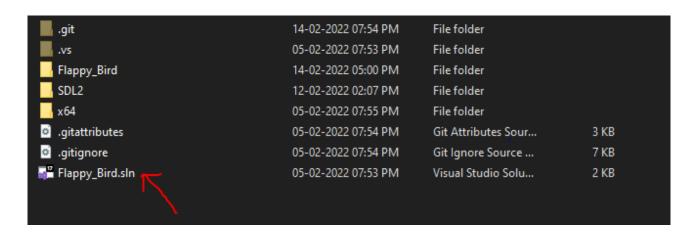
### **Prerequisites:**

- \* Microsoft Visual Studio 2022
- \* Flappy\_Bird.zip from github

### Step 1:

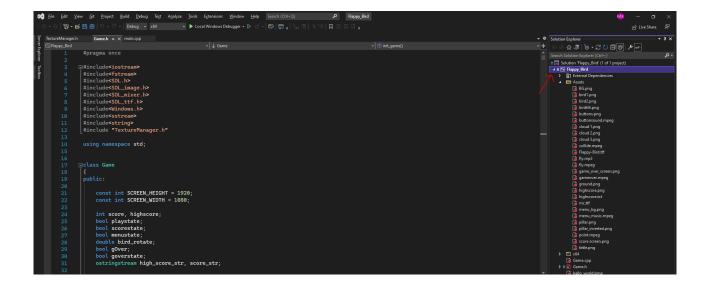
After downloading and installing Visual Studio. Unzip the downloaded game folder in your desired directory.

After Extraction open **Flappy\_Bird.sln** with Visual Studio.



When you first open the game, you will get numerous errors as the required library files are not installed yet.

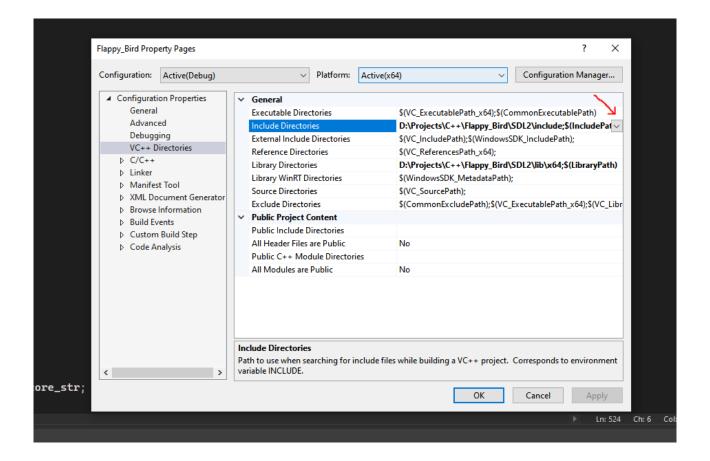
In the right you will see a **Solution Explorer**.



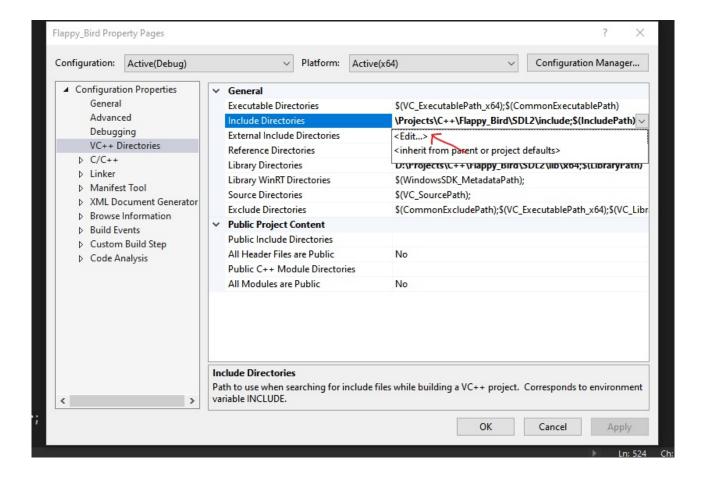
Right Click on the **Flappy\_Bird** project and open properties.

Then Navigate to VC++ Directories on the left and select Include Directories .

Click on the arrow down button of **Include Directories**.



#### Click on Edit.

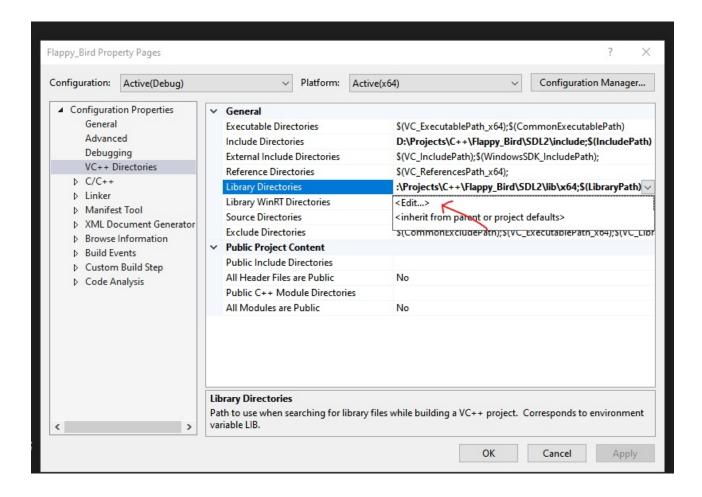


Add new line in the white space and click on 3 dots to open file directory.

Now navigate to the extracted game folder and you will find a folder named SDL2.

Navigate to **SDL2** >> **include** and select that folder.

### Now Select **Library Directories** and click on Edit.



Add new line in the white space and click on 3 dots to open file directory.

Now navigate to the extracted game folder and you will find a folder named SDL2.

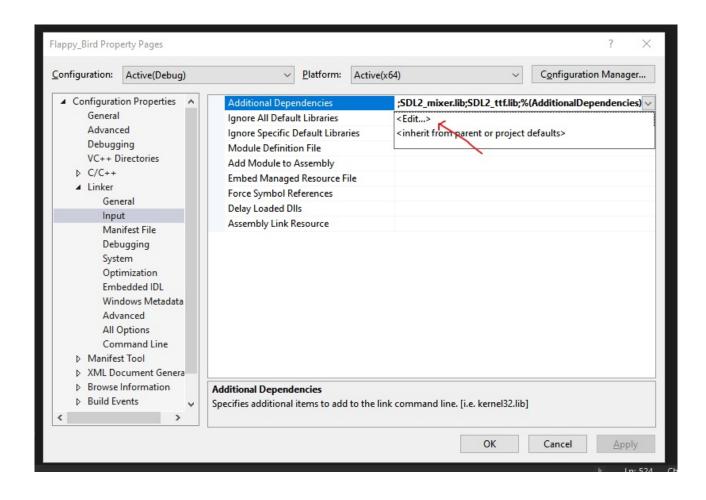
Navigate to **SDL2** >> **lib** >> **x64** and select that folder.

### **Step 2:**

Now we are done with VC++ Directories , so Navigate to the **Linker** Section in the Left.

Expand the **Linker** and Navigate to **Input** option.

In the right, Click on Additional Dependencies and edit it.



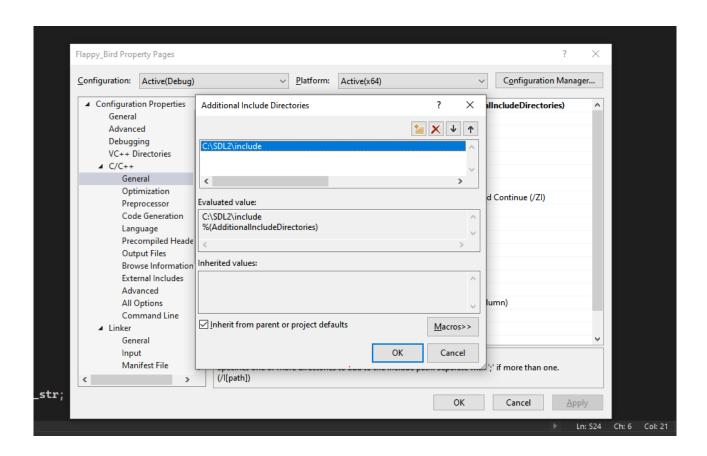
And paste the below text in the box.

SDL2.lib SDL2main.lib SDL2\_image.lib SDL2\_mixer.lib SDL2\_ttf.lib

#### Step3:

Uff... Now we are done with linker section. Now Move to **C/C++** section.

And Click on Additional Include Directories and Edit it.



Add new line in the white space and click on 3 dots to open file directory.

Now navigate to the extracted game folder and you will find a folder named **SDL2**.

Navigate to **SDL2** >> **include** and select that folder.

## Final Step:

Now your Setup is Complete to run Flappy Bird game .

Build the Project and RUN it. It should play fine.

# **Thank You**