**HUD:**

* Download JMonkey engine from <http://jmonkeyengine.com/>
* Download the latest Java JDK(7u7) <http://www.oracle.com/technetwork/java/javase/downloads/index.html>
* Start by opening JMonkey. Once JMonkey is open click the update button in the bottom right hand corner or go to tools->plugins->then update and once it is updated you will need to restart JMonkey.
* Go to File ->New Project
* Create a JME3 BasicGame project. Then name the project and set the project location.
* Go to tools->Plugins and activate the java plugin
* Copy the two Java files (Main.java , StartScreen.java) into the mygame directory in the src directory. Override their main. Copy all the assets into the assets->interface folder.
* Build the project then run

**Game:**

Do the same procedures as above for the next two files (main.java and cameraChunk.java) and for the assets they go under assets->models folder.