



# Jungle

## Development Manual

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# Introduction

This document is designed to equip the reader with basic knowledge regarding the *Jungle Game* development environment. After reading this document, the reader should know how to:

- Set up the development environment to work on the project.
- Run the system as a developer.
- Run the tests.

## Setting Up the Development Environment

*\*Note: before continuing with these steps, make sure to have [Eclipse IDE](#) and [git](#) installed on your system.*

### Clone the Git Repository

1. Open a browser. Go to:  
<https://github.com/tking2096/cs414-f17-301-chessire-coders>.
2. Click the button labeled “Clone or download”.
  - a. If you have GitHub desktop installed, you can click “Open in Desktop”.
  - b. Otherwise, copy the url that appears in the dropdown. Open up a git terminal and type `git clone <insert_url_here>`. This will clone the repository to the present working directory.

### Open the Project in Eclipse

1. Open Eclipse.
2. In the menu bar, click *File -> Open Projects from File System...*
3. In the pop-up, click the button labeled *Directory* that is next to the *Import Source* field.
4. Select the directory of the cloned repository.
5. Make sure *Search for nested projects* is checked.
6. Click *Finish*.
7. All the src folders and files should appear in the Package Explorer.

## Push Changes to the Git Repository

There are two ways to push changes to the Git repository: (1) via the Eclipse eGit plug-in; (2) via the git terminal. *\*Note: never push changes to the development branch! Changes should only be made on auxiliary branches.*

### Eclipse eGit Plug-in

To push changes via the eGit plug-in:

1. [Download the plug-in from the Eclipse marketplace.](#)
2. In the Eclipse menu bar, go to *Window -> Show View -> Other...*
3. In the *Git* folder, select *Git Staging*.
4. Click OK.

There should now be a tab in the bottom section of the screen labeled Git Staging. Here you can stage files, add commit messages, commit changes, and push commits. For more on using the eGit plugin, look [here](#).

### Git Terminal

To push changes via the git terminal:

1. `cd` to the repository directory.
2. Type `git status` to view the files with changes.
3. Type `git add <file_name>` to stage a file for commit or `git add .` to stage all changes.
4. Type `git commit -m "<message>"` to commit the staged files with a message.
5. Type `git push` to push the files to the Git repository.

## Running the System

To run any of the modules:

1. In the package explorer, right click on the project whose name matches the module you want to run.
2. Click *Run as... -> Java Application*.
3. Specify the main class to use when running the program.
4. Click OK.

## Running the Tests

To run any of the tests:

1. In the package explorer, right click on the test class.
2. Click *Run as... -> JUnit Test*.

To run all of the tests within a project:

3. In the package explorer, right click on the project.
4. Click *Run as... -> JUnit Test*.