

FIT3077 Sprint 2

Branch Name on Git: Navya-Sprint2

Link to Video Demonstration: <https://www.youtube.com/watch?v=6BPtpxwd4lw>

(Video Format: mp4 as a Unlisted Youtube Video)

Information for Executable File:

The executable .jar file was created using IntelliJ.

I did this by going into File > Project Structure. I then selected Artifacts and clicked the + button then selected JAR > From modules from dependencies. I then selected the Module and the Main Class. I then selected 'extract to the target JAR' and clicked the OK button. Then I selected the Build tab at the top, then went into Build Artifacts, then I selected the jar file I want to build and I selected the Build option. The .jar file was then found in my directory.

It was tested on a MacBook Pro computer and it should work by simply opening the file. I was not able to include the images used in the original creation of the game in the .jar executable file so it may look different compared to if the Main file was run on an IDE like IntelliJ.