

# Windows Compiling Instructions-

The Followings steps need to be followed to compile the game properly

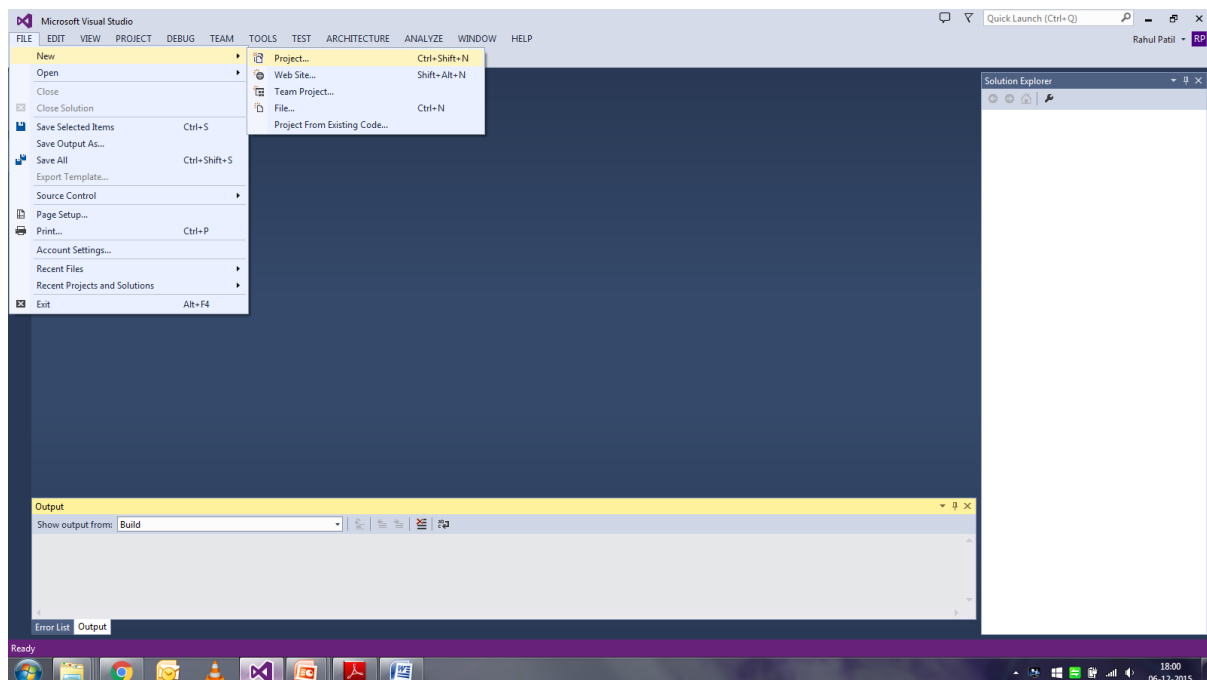
- Download the file “RoboMazeRumble.zip”
- Extract all the files from the Zip File
- Create a new Visual Studio Project
- Copy all the Files from the RoboMazeRumble
- Download Graphics Files and add them.
- Add Source Files and Supporting Files
- Compile the Code
- Enjoy

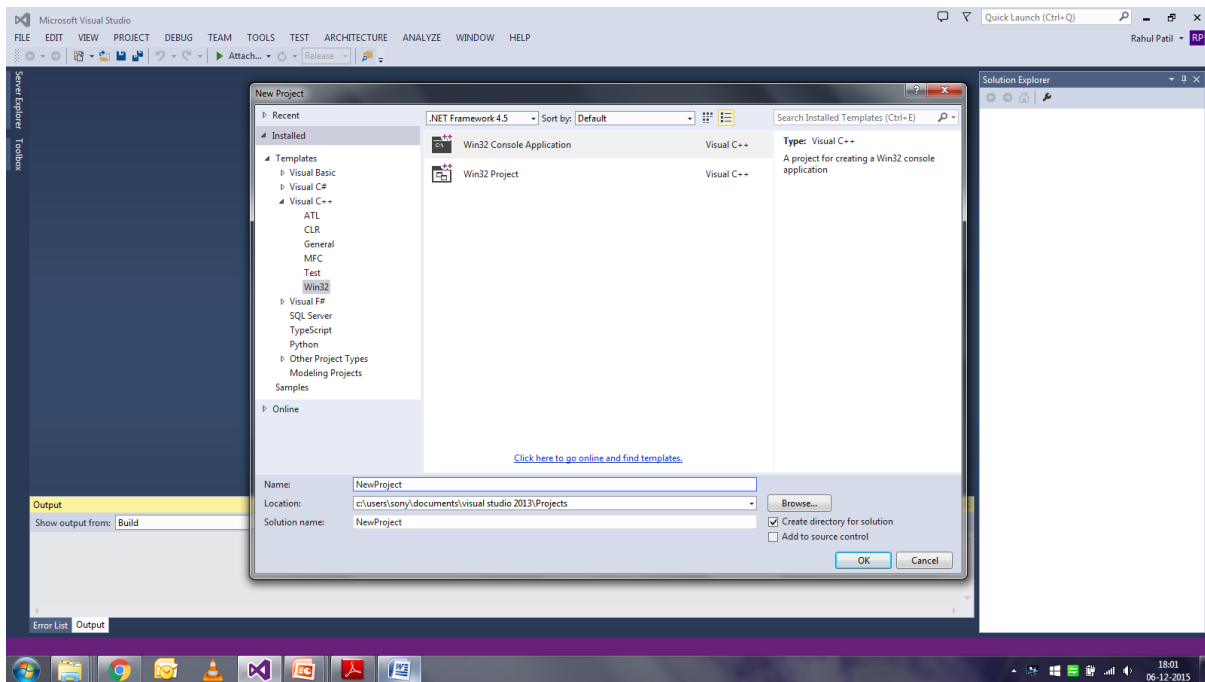
## Detailed Explanation:

1. Download the Files

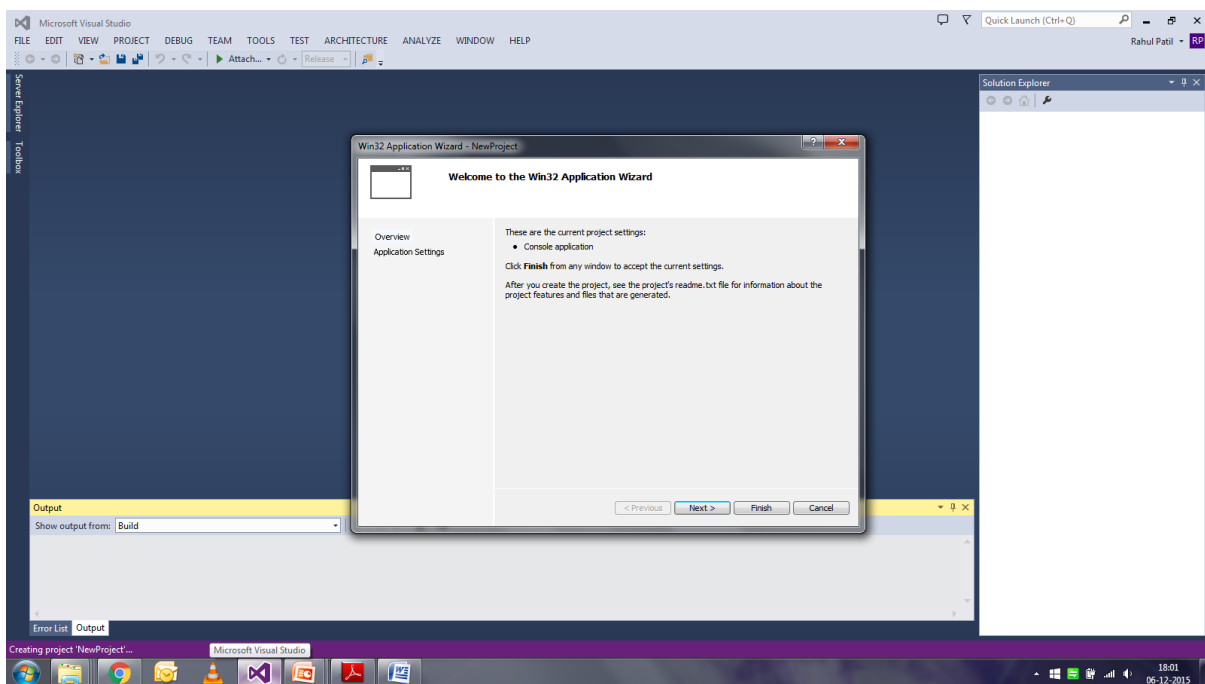
Go to Blackboard -> Download “RoboMazeRumble.zip”

2. Extract Zip Files
3. Create a new Visual Studio project.
  - a. Start a new project

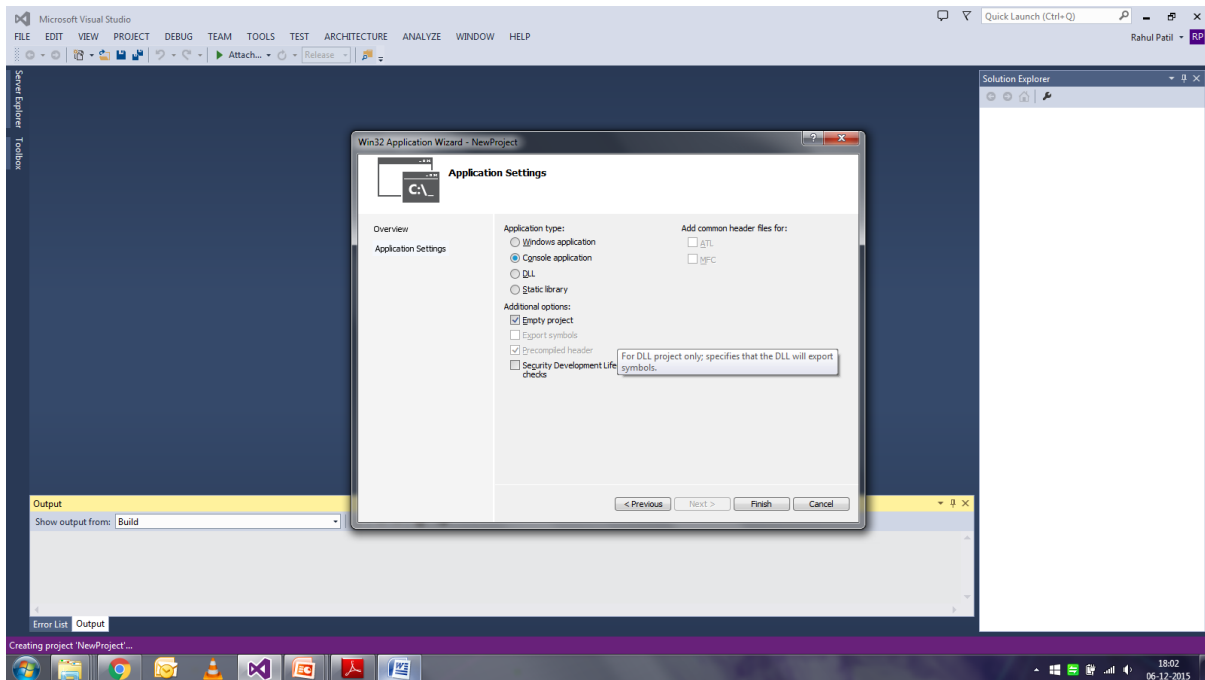




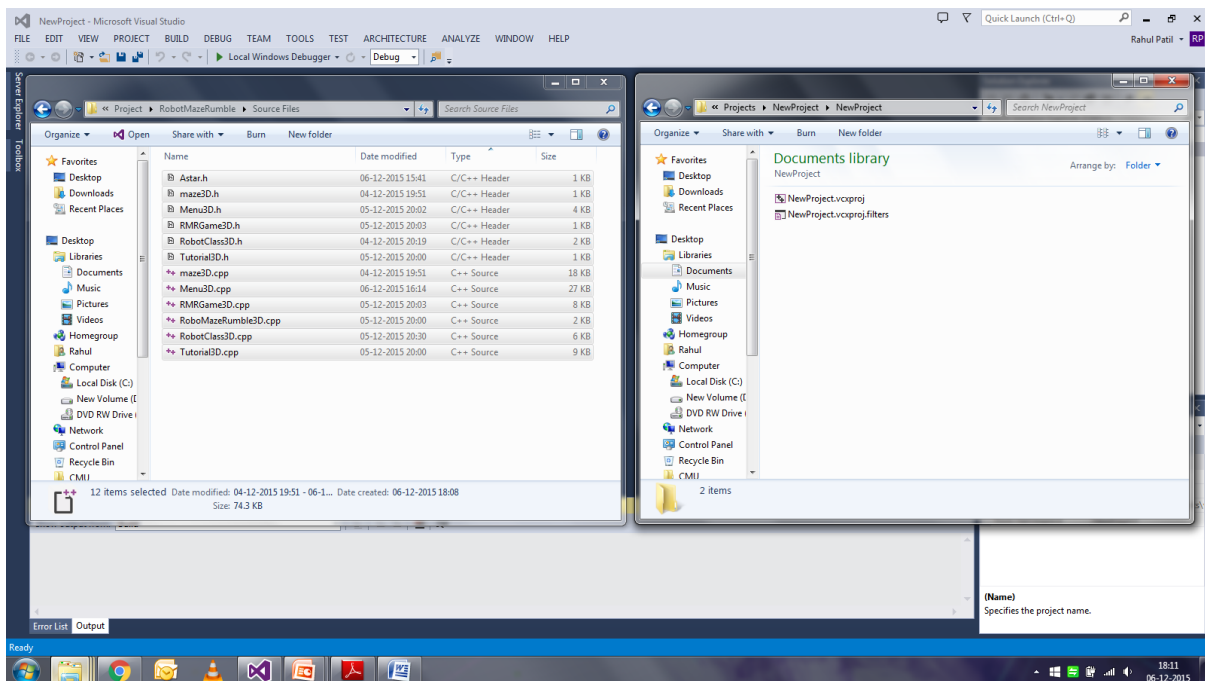
b. Create an Empty Win32project as usual



- c. Make sure to check “Empty project”, and uncheck “Security Development Lifecycle (SDL) checks”



4. Copy all the files from the Source Files of the Unzipped folder to the New project Folder

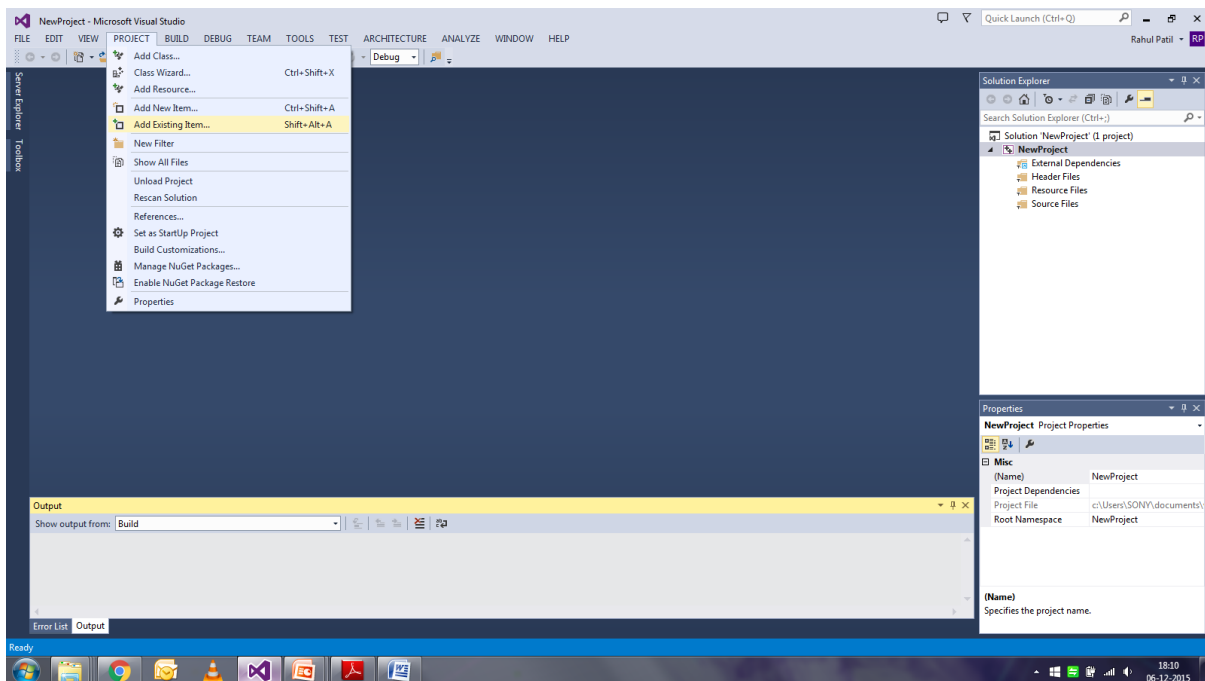


5. Download Graphics File from the Blackboard and copy them to the NewProject Folder as shown above.

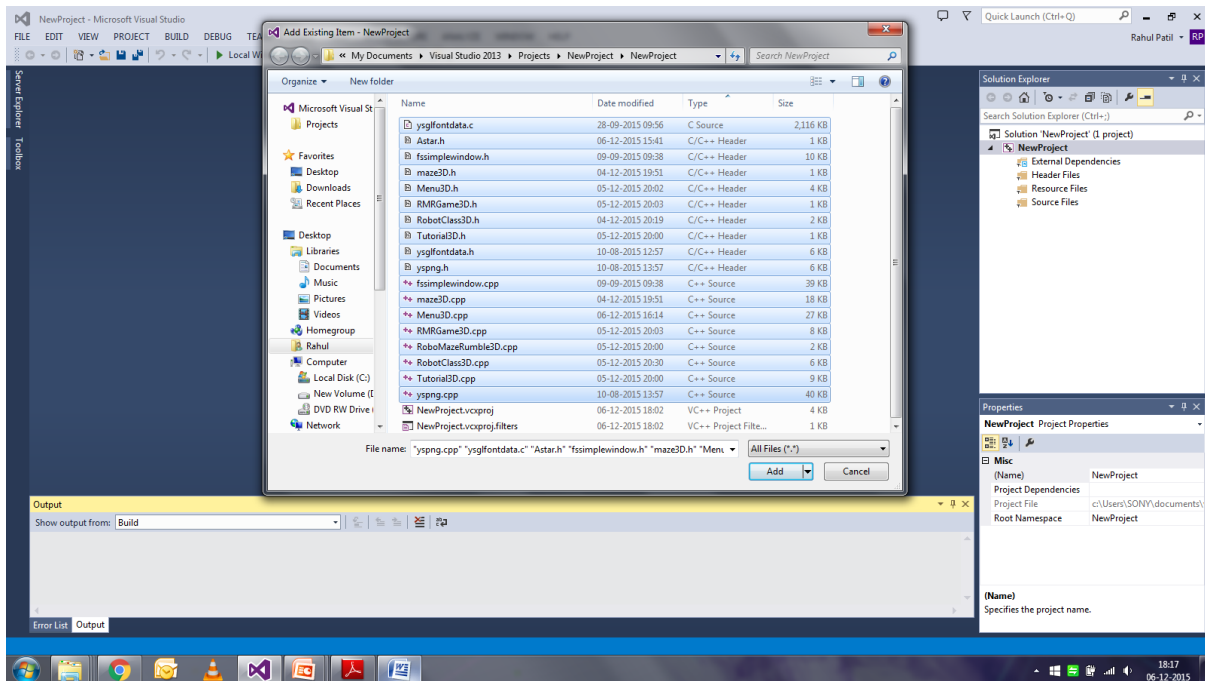
- i. fssimplewindow.cpp
- ii. fssimplewindow.h
- iii. yspng.cpp
- iv. yspng.h
- v. yspngenc.cpp
- vi. yspngenc.h
- vii. ysglfontdata.cpp
- viii. ysglfontdata.h
- ix. Add Source Files
- x. Add Supporting Files

b. Add them to the project in Visual Studio (Shift + Alt + A) -

- i. fssimplewindow.cpp
- ii. fssimplewindow.h
- iii. yspng.cpp
- iv. yspng.h
- v. yspngenc.cpp
- vi. yspngenc.h
- vii. ysglfontdata.cpp
- viii. ysglfontdata.h

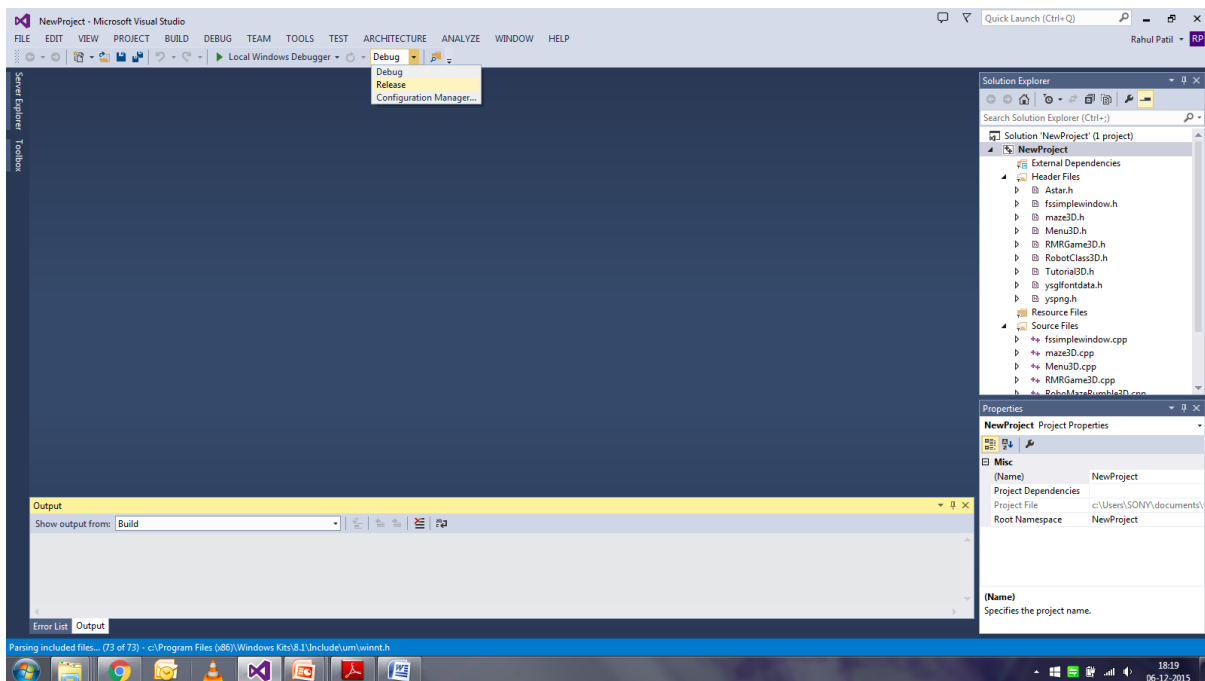


## 6. Add Source files and Supporting Files in the folder of the New project



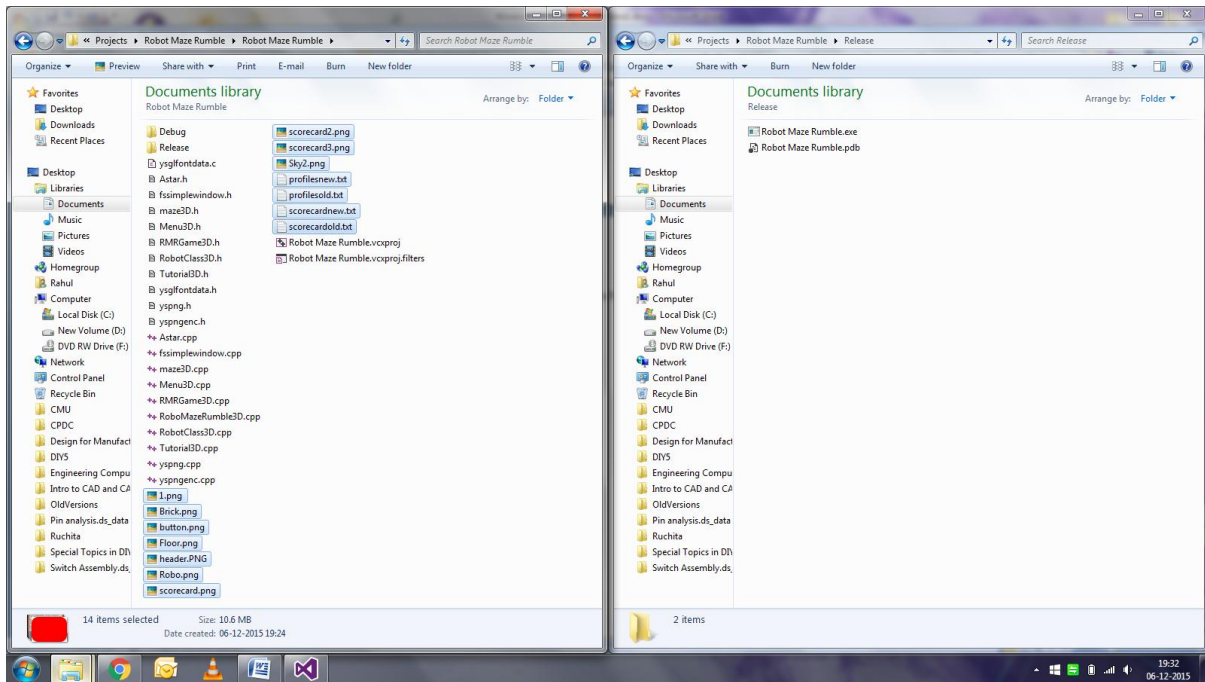
## 7. Compile the code

### a. Set either Debug/Release Mode for Compiling



### b. Build using Ctrl + Shift + B

## 8. Copy all the supporting files in the Release/Debug folder



## 9. Run using Ctrl + F5

## 10. Enjoy