# Compiling Instructions for Mac

In the directory uploaded, you will find the following folders and application. There is a folder named "Executable files". In the Mac folder, you will find the app file which can be used to directly run the game without compiling it in Xcode. In the "Source files" folder, there will be all the C++ files. In the "Supporting files" folder, there are all the image files and text files required to run the program.

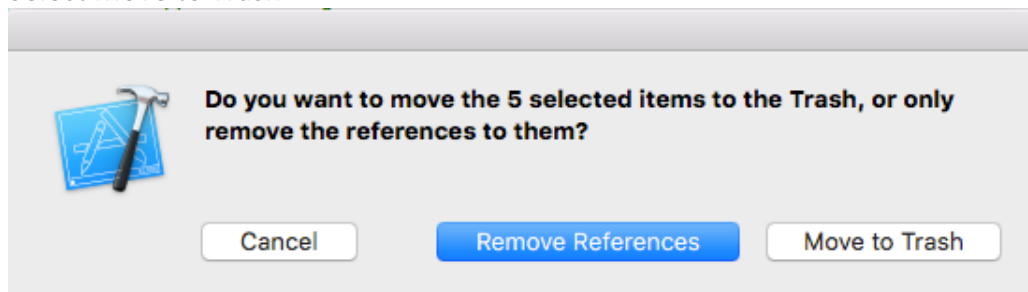In order to compile the program on XCode, follow the instructions below-

1. Open Xcode and start a new project(File->New->Project).
2. Select Cocoa Application and Provide Project Details and Select the location where you want to save it.
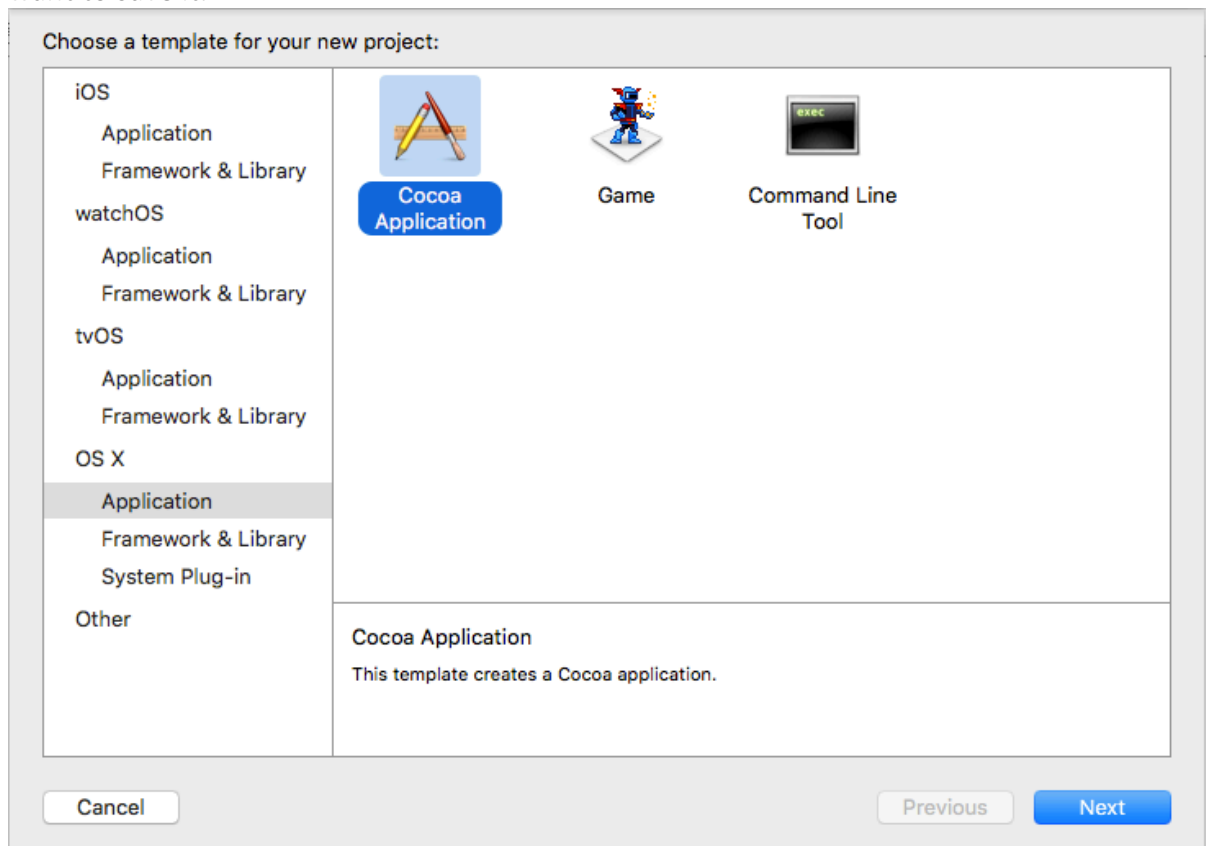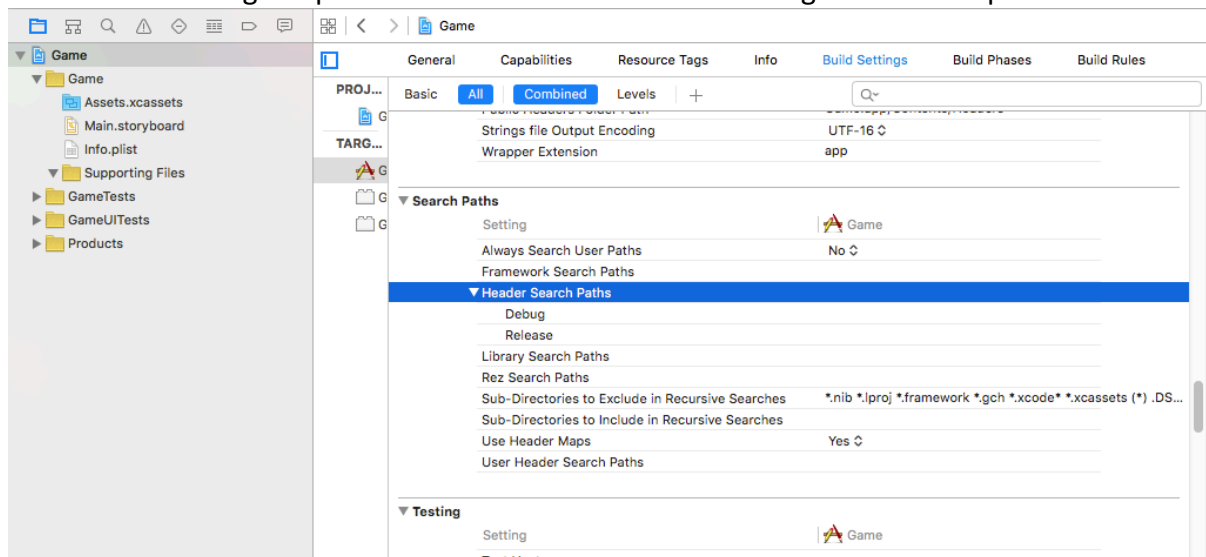
3. Select the files shown in the image below. Right-click on the files and select Delete
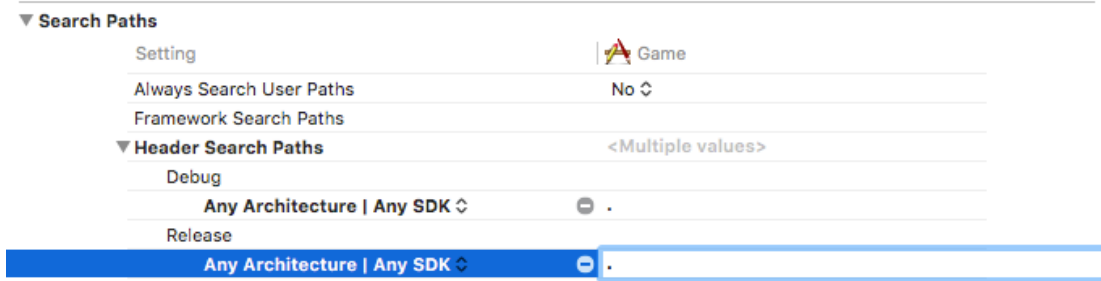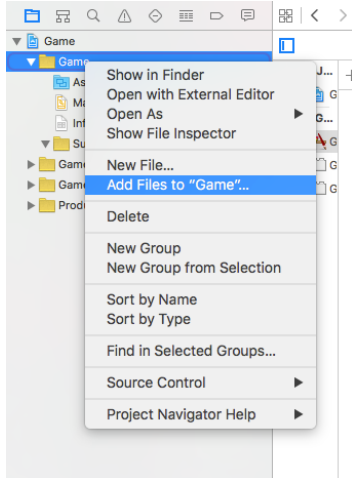

4. Select Move to Trash

5. In the Project Navigator, Select the Project. In Targets, select the Cocoa Application. Select Build Settings. Expand Header Search Paths. Add Debug and Release paths.
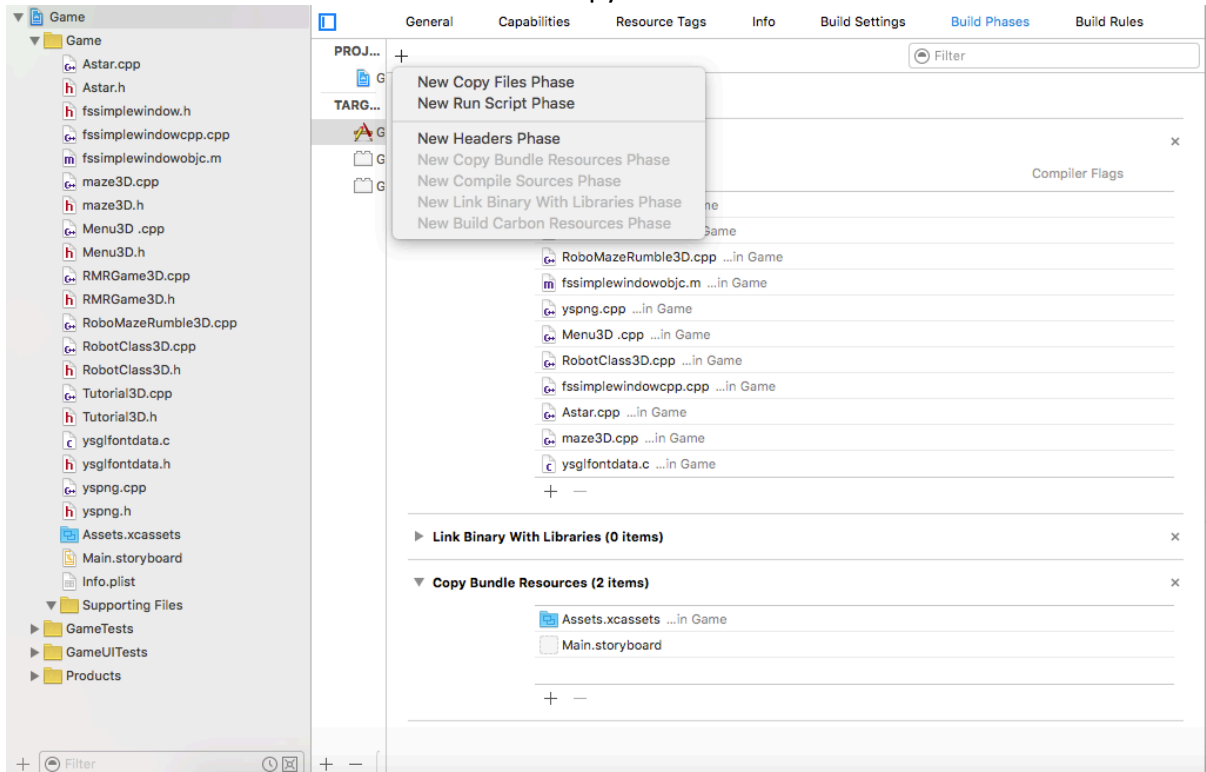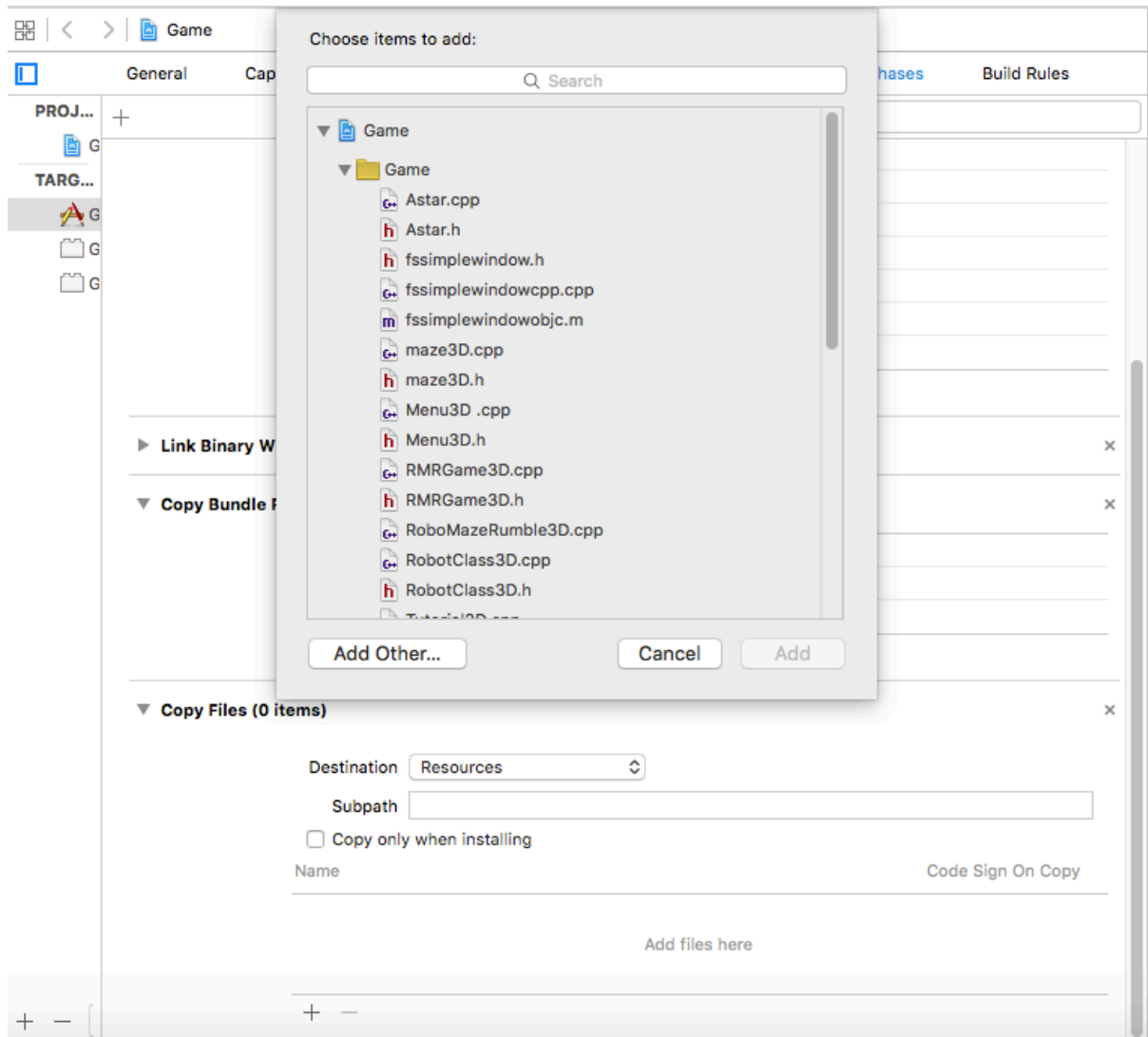
6. Add "." in Any Architecture | Any SDK

7. Add all the files from the "Source files" folder to the Project. Also, add fssimplewindow, ysglfontdata and yspng files.

8. Select Build Phases. Click on "+" to add a "Copy Files Phase"

9. Expand Copy Phase and set Destination as "Resources". Select "+" to add files. Select "Add Other…"

10. Navigate to the "Supported files" folder and select all files in the folder. Select Copy if needed and Create folder references and select Finish.

Choose options for adding these files:

Destination: ☑ Copy items if needed

Added folders: ○ Create groups
○ Create folder references

Cancel   Finish

11. Now Run the project to play the Game.