OOAD Project Part 5 – Project Arkanoid

<u>Team Members</u>: Josh Weaver, Stephen Ham

Testing Instructions

For convenience, a pre-built EXE for Windows is also supplied. Requires the TTF, PNG, and DLL files (included within this ZIP file) in order to run.

Compilation Instructions

Note: These instructions are for Windows only. Unsure if our project will compile on either Linux or OSX; possible it might compile on Linux if the instructions are altered accordingly.

Also assuming that MinGW (www.mingw.org) is installed on Windows and set up correctly on the PATH environment variable to run from any location.

1. Download and install SFML package "GCC 4.7 MinGW (DW2) - 32 bits" (from www.sfml-dev.org). Install to the default directory, C:\SFML-2.1.

2. Copy the entire contents of this ZIP file to any desired folder location.

3. Open a CMD session on the folder location where the ZIP contents were unpacked and enter this command-line string exactly as it appears to compile:

```
g++ -std=c++11 -Wall -fexceptions -DSFML_STATIC -g -IC:\SFML-2.1\include -c
ark.cpp -o ark.o
```

4. Next, enter this command-line string exactly as it appears to build the EXE:

```
g++ -LC:\SFML-2.1\lib -o ark.exe ark.o -lsfml-graphics -lsfml-window -lsfml-
system
```

5. Run the program by entering:

```
ark
```

6. The program does not have mouse support and clicking on its window may cause color shifting (for unknown reasons). Exit the program through the in-game keyboard instruction only (don't click the window's "X" button).