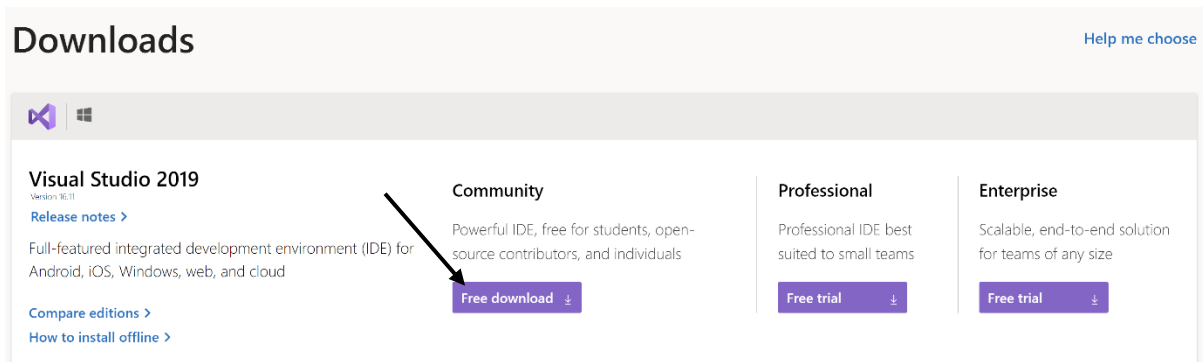


Instructions to download and play Let's Go Wild!

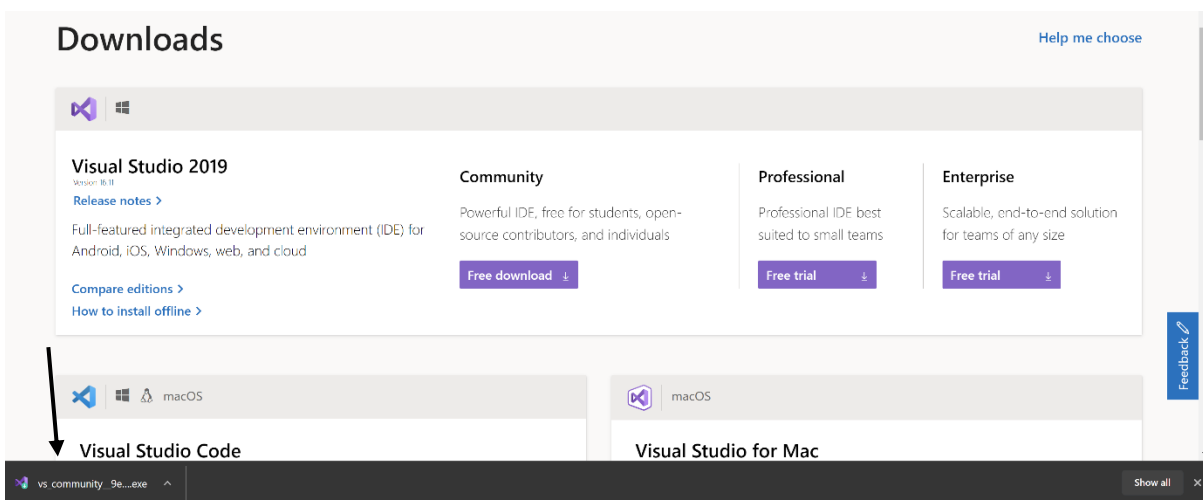
This is an instruction sheet demonstrating how to download and install Let's Go Wild. Currently, the prototype is only available as a console app for visual studio. The goal is to develop it as a website or application so that it's more widely available and accessible.

WINDOWS INSTRUCTIONS:

1. Download and install Visual Studio 2019 (available here: <https://visualstudio.microsoft.com/downloads/>)



2. Once installed, open the application by clicking on it



3. A window will appear asking you "Do you want to allow this application to make changes to your device". Select "Yes". The following window will appear:

Press continue.

Visual Studio Installer

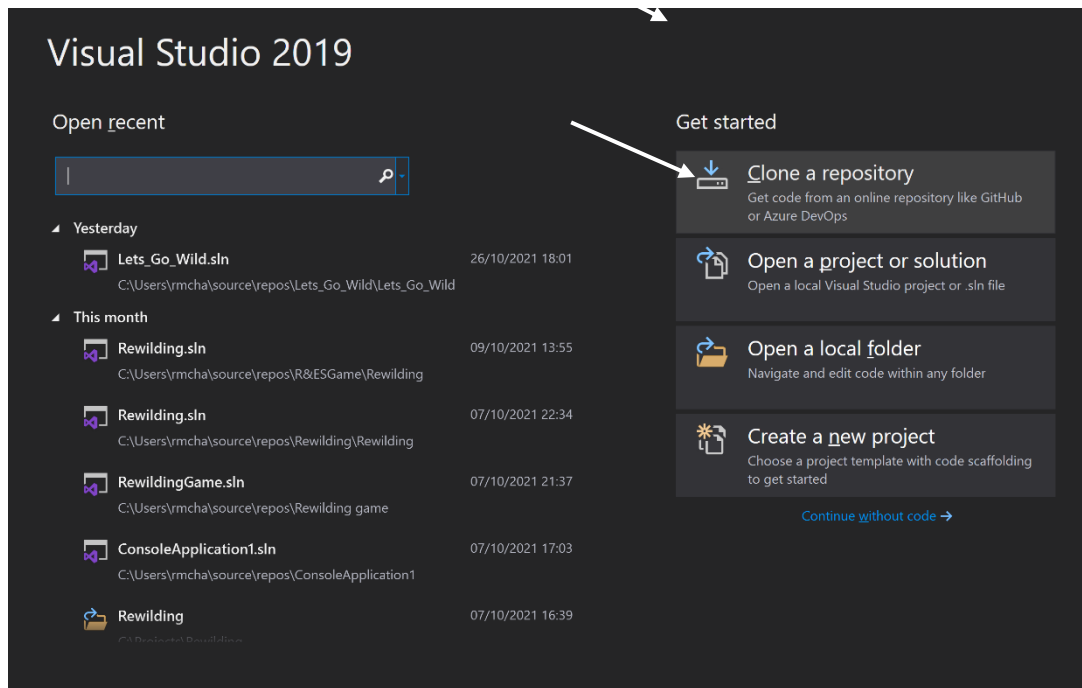
Before you get started, we need to set up a few things so that you can configure your installation.

To learn more about privacy, see the [Microsoft Privacy Statement](#).

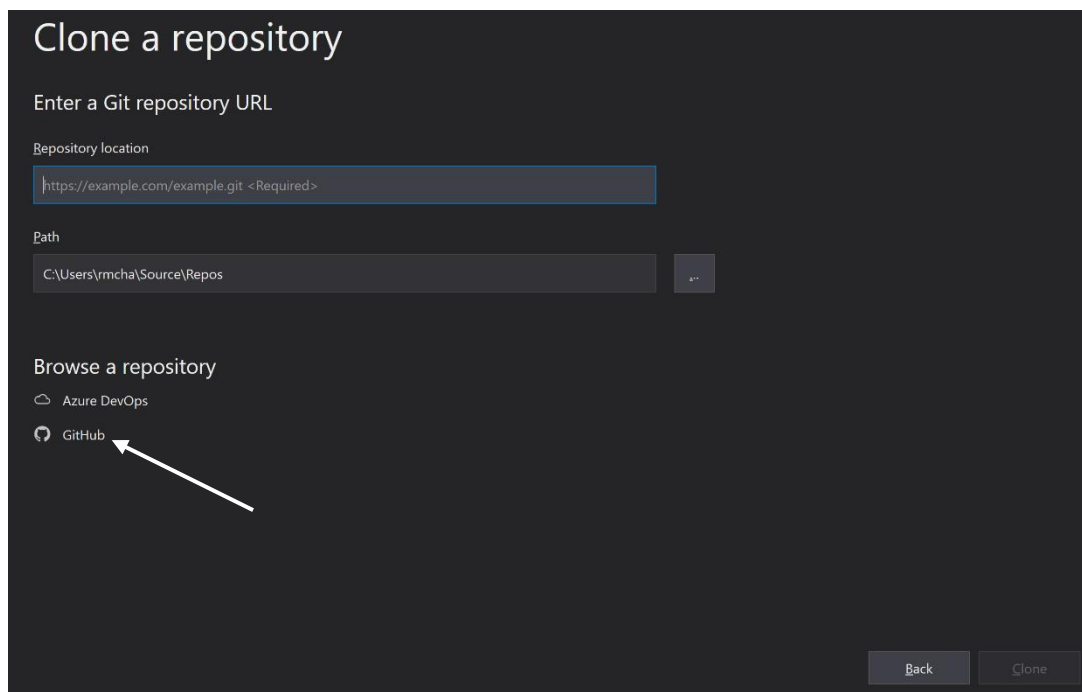
By continuing, you agree to the [Microsoft Software License Terms](#).

Continue

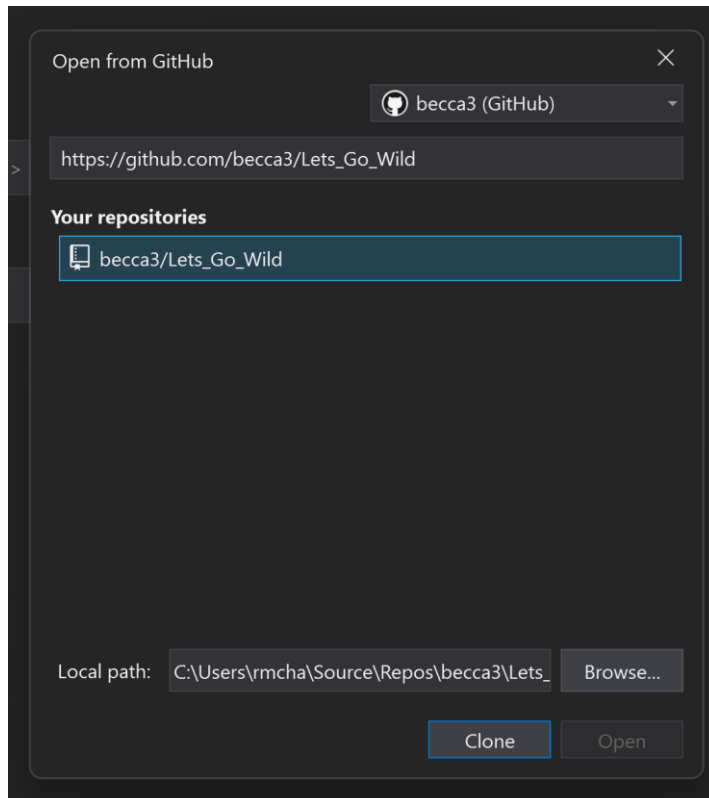
4. Once installed, you should have a screen similar to this. Next, you'll need to clone the repository from GitHub. To do this, click on "Clone a repository"



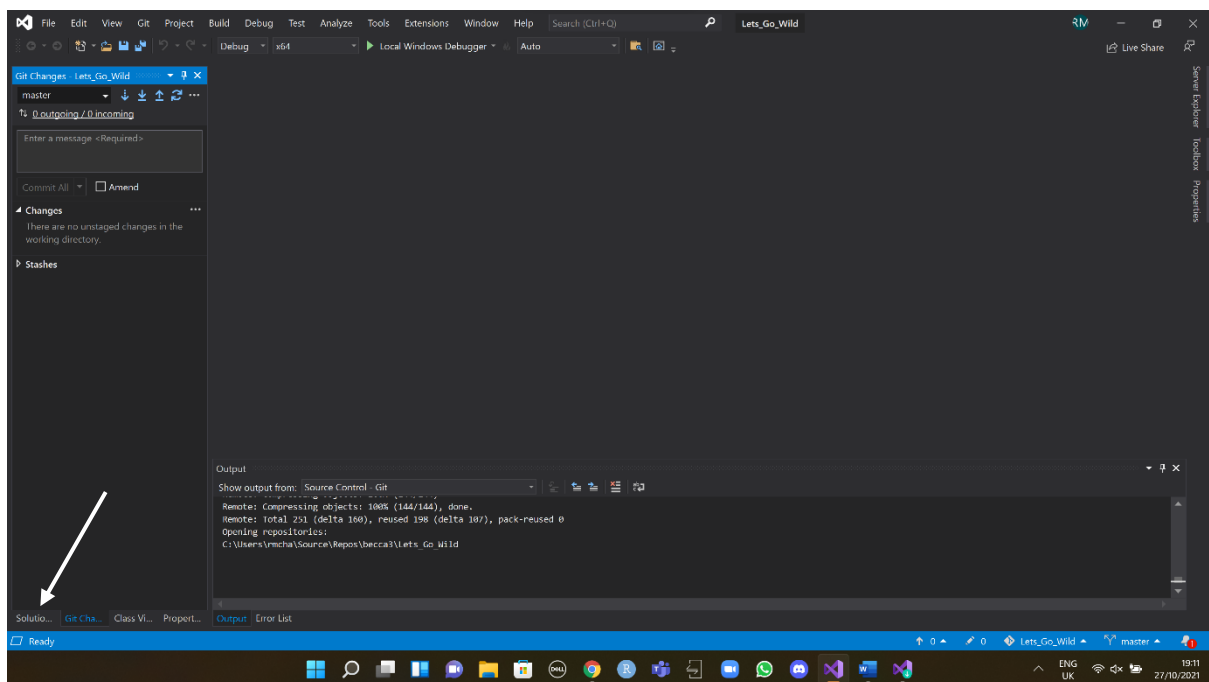
Click on the GitHub logo:



5. Enter the following URL: https://github.com/becca3/Lets_Go_Wild
Then click the name of the repository as shown in the image
Then click “Clone”

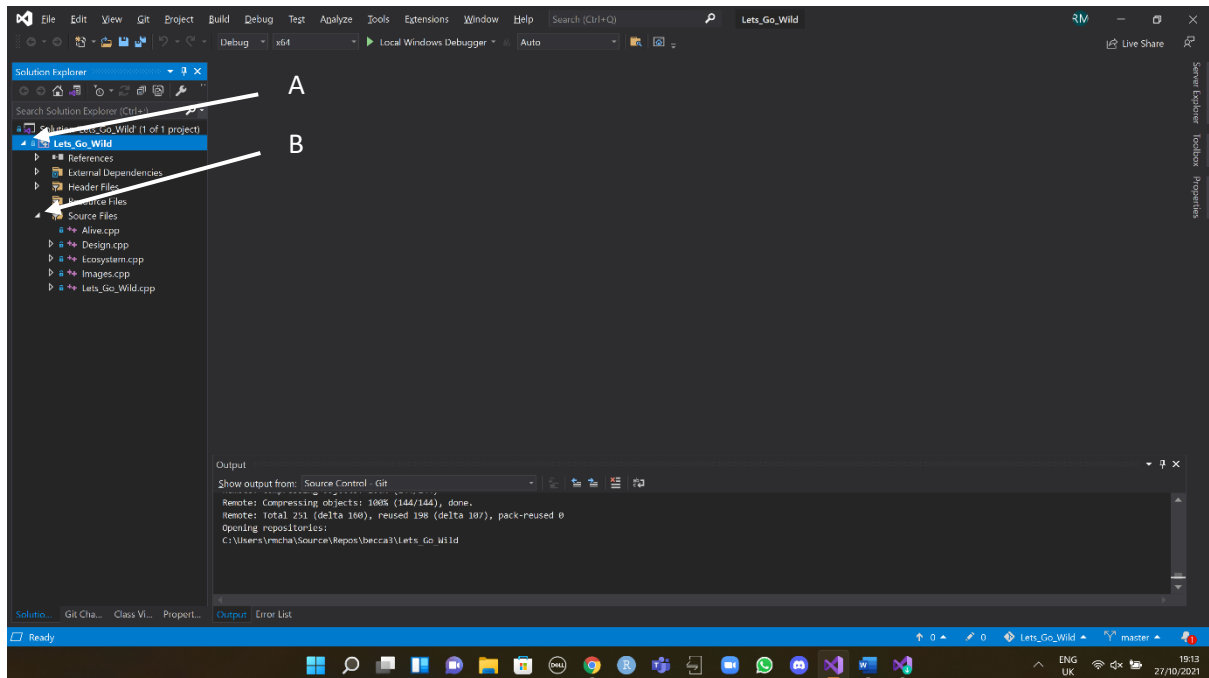


6. Once cloned, you should have a screen like below:

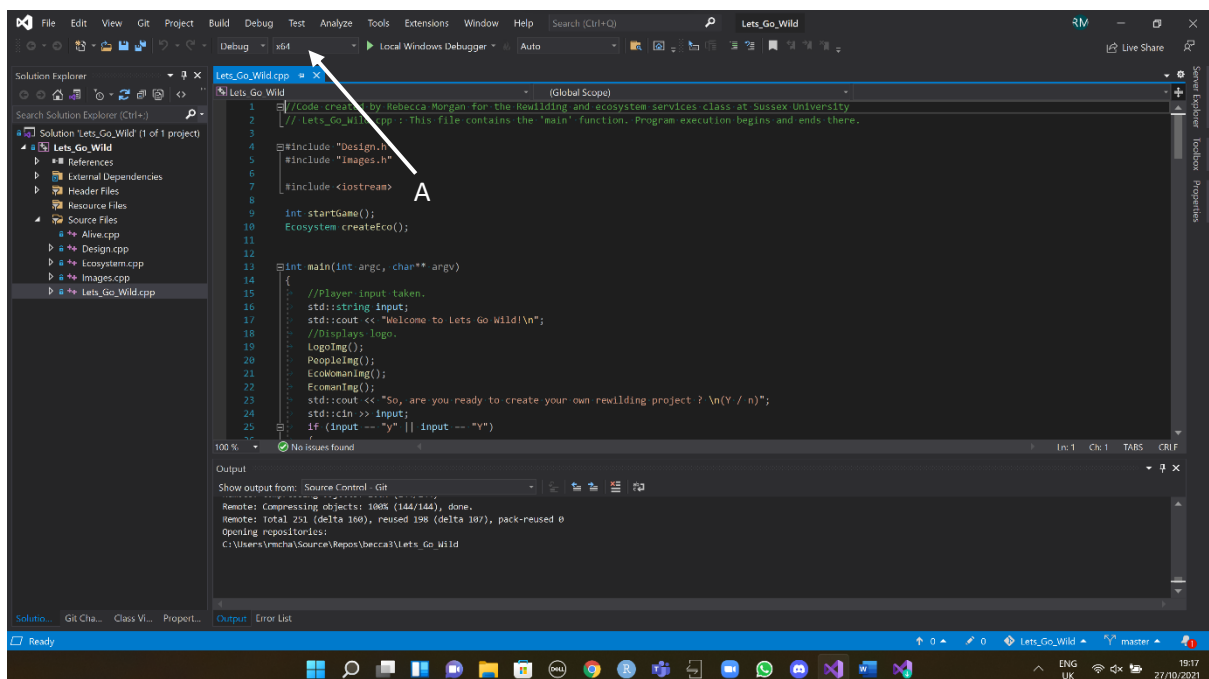


First click “Solution Explorer”

- Then click the arrow labelled “A”
Then click the arrow labelled “B”
Then double click the “Let’s_Go_Wild.cpp” file

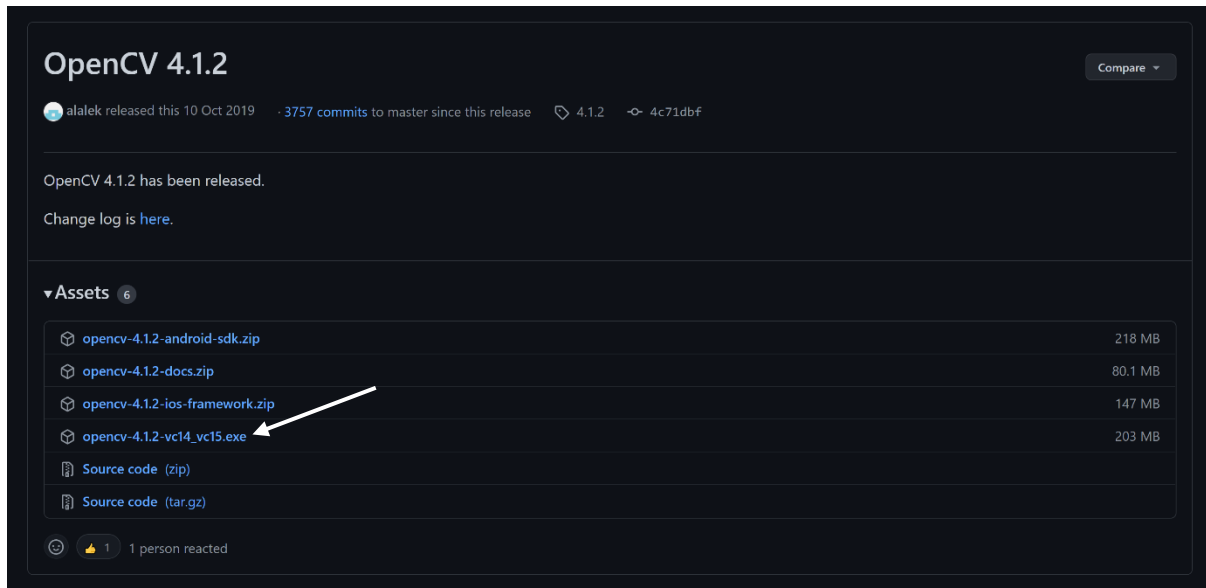


- You will then see this screen:



You must set the configuration to “x64” as shown by arrow “A”

9. Next, in order to make the images work, you will need to install the open_cv library
Head to this URL: <https://github.com/opencv/opencv/releases/tag/4.1.2>
Click on “opencv-4.1.2-vc14_vc15.exe” – this will start an automatic download
Once downloaded, click on the download to run the .exe file
Extract contents of the folder to “C:\”

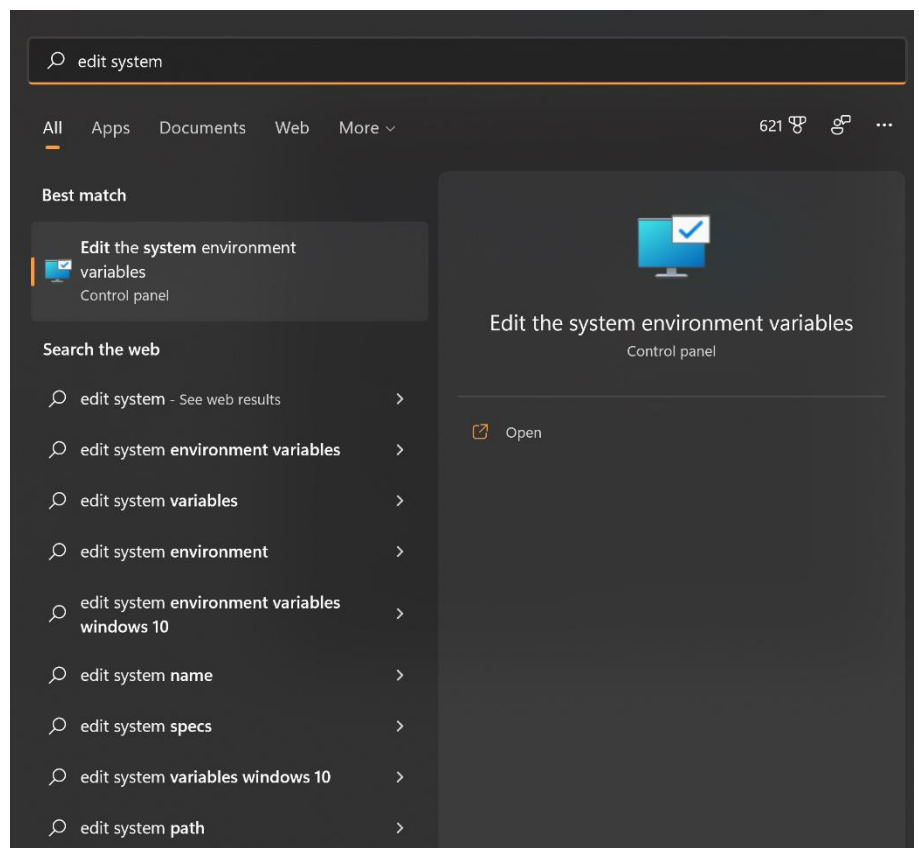


10. Next, you need to add opencv’s bin directory to the PATH (don’t worry, it’s easy!)

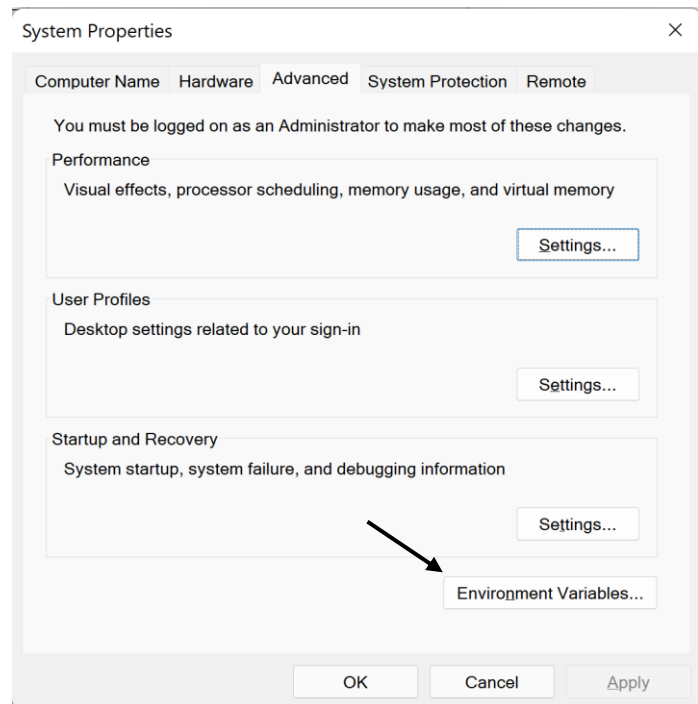
Press the windows key

Type “edit system” and the image shown should appear

Click on “Edit the system environment variables”



Click “Environment Variables”

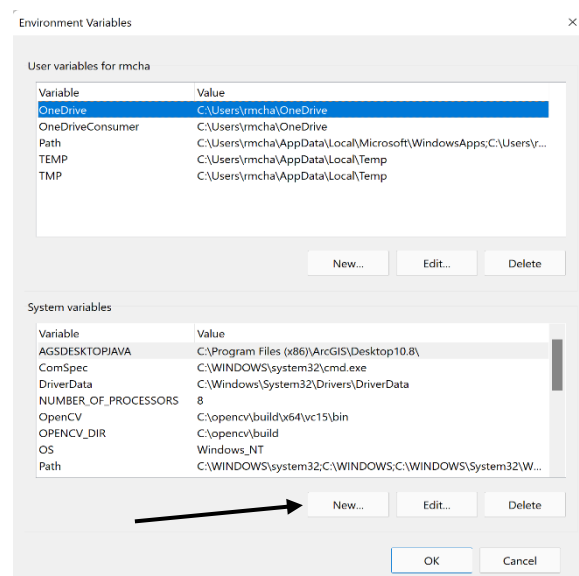
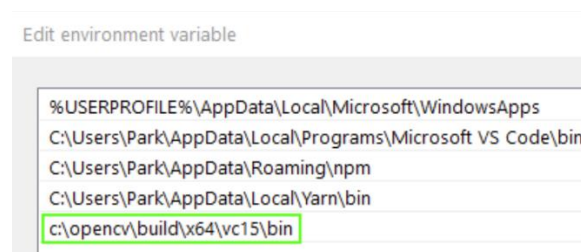


Under “system variables” click “New”

Then click “Browse Directory”

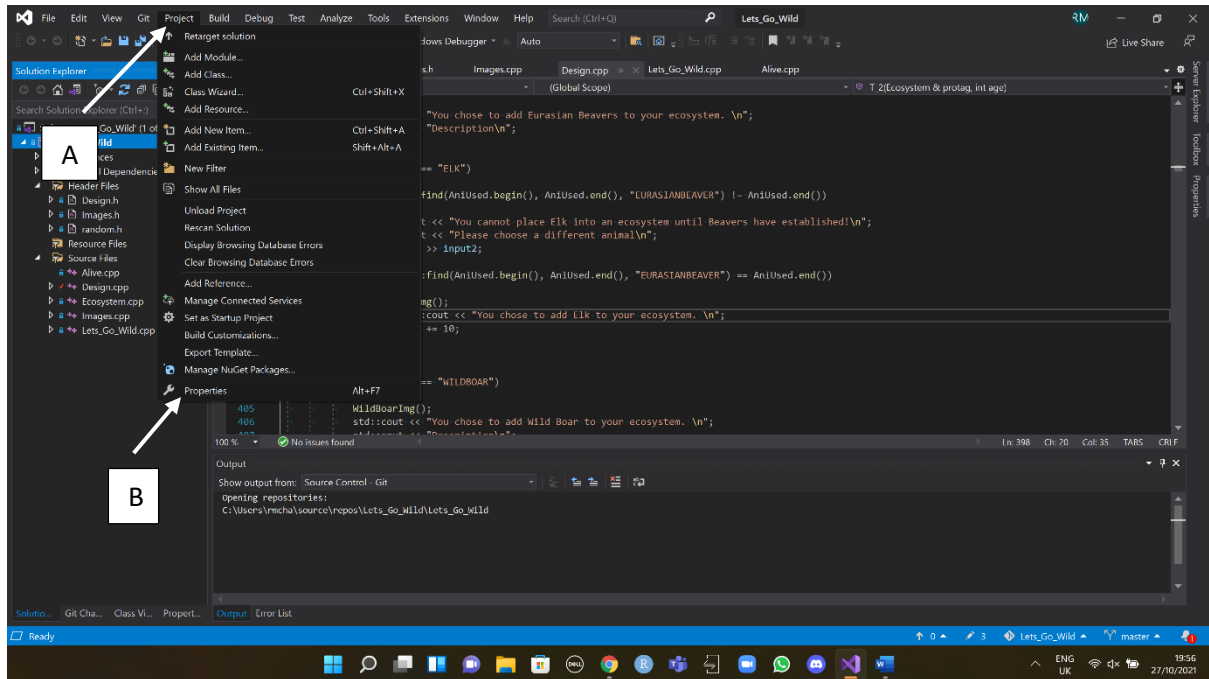
Then browse your PC till you find the opencv folder (should be extracted to C drive as mentioned in step 9)

The correct path is highlighted in green below – make sure your path on your screen matches this exactly!

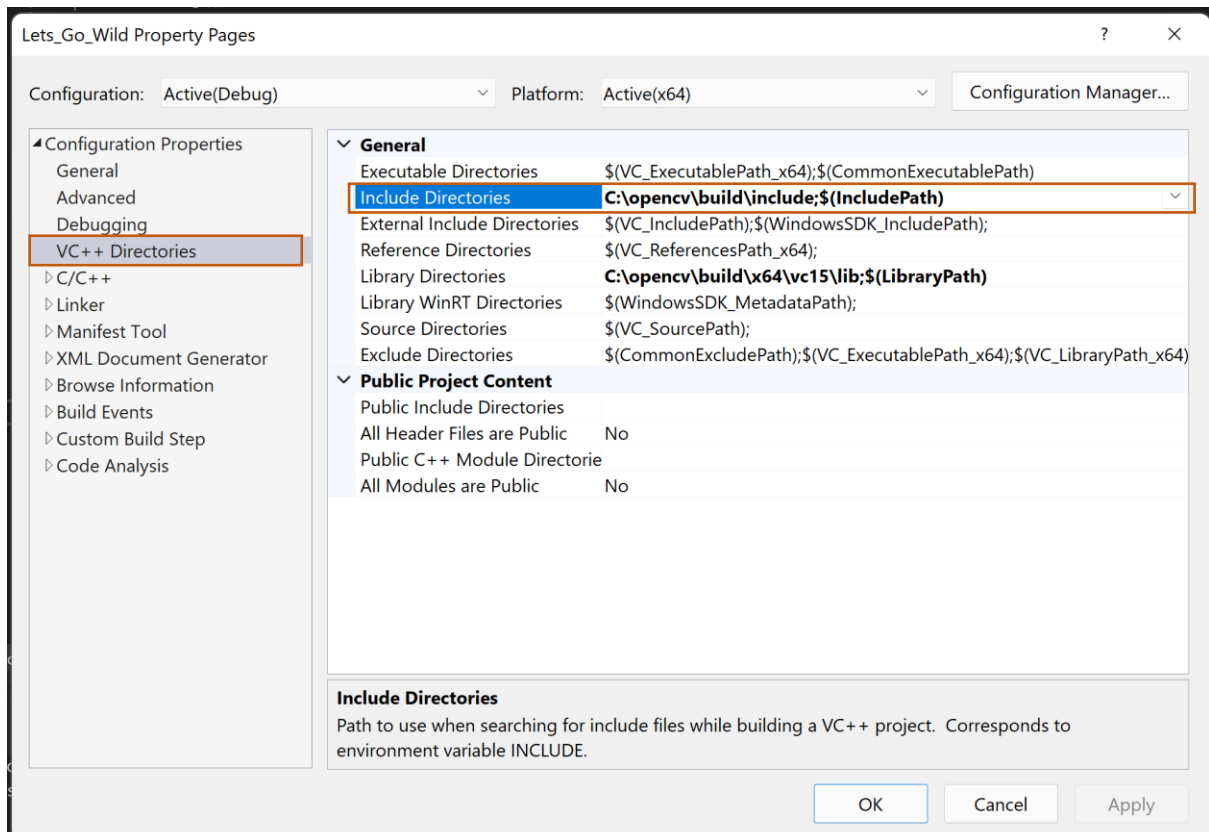


11. Now that we've shown Visual Studio where the folder is for opencv, we need to tell it what files it's looking for within the folder. To do this, you'll need to follow the next few steps **EXACTLY** as shown otherwise the program will not run

Back on this screen, you'll need to click on "Project" (A), then "Properties" (B)

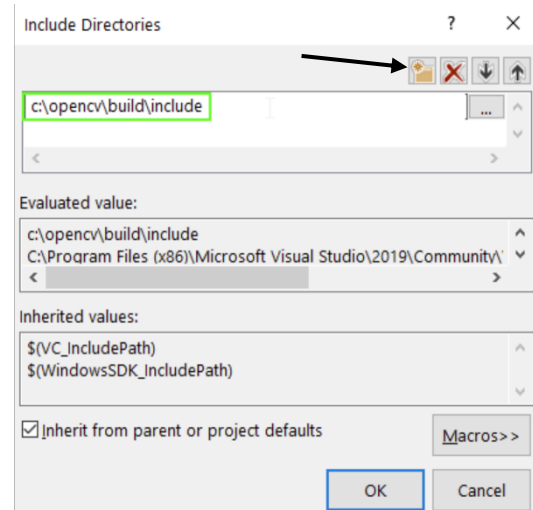


When presented with this screen, you're going to click the drop down arrow on "Include Directories" followed by "Edit"

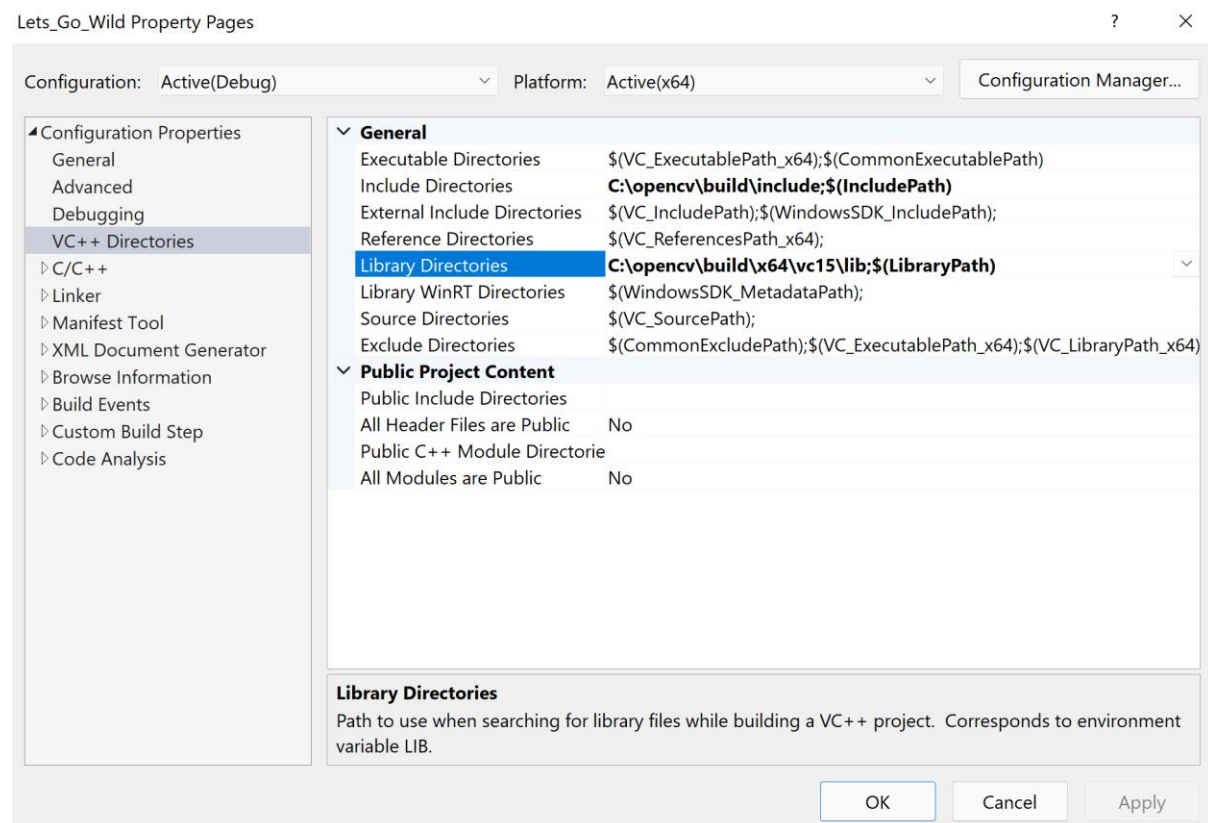


Type "**c:\opencv\build\include**" then press "OK"

Next, click the drop down arrow on "**Library Directories**" and type "**c:\opencv\build\x64\vc15\lib**" then click "OK"



Your page should now look like the below:



Almost there, I promise!

Next, on the left-hand column under "Configuration Properties" you will click on "Linker" -> "Input" and as per the process above, go to "Additional Dependencies" -> "Edit" and type "**opencv_world412d.lib**" then click "OK"

Then press "OK" once more to be taken back to the screen with all the code

12. Now we can finally play the game!!

To play, hold down the “fn” key and press “F5” then release both keys. This will compile the code then run it

A smaller black screen will appear (terminal). Maximise this.

Then images, that are part of the game, will appear. Press any key to make the images disappear.

You’ll then be returned to the black screen – read the information on this screen as this is where the game is. You will enter input on this screen and there will be information on this screen important to gameplay.

If you lose, just repeat step 12 to play again.

Finally - ENJOY! 😊

Let's Go Wild Instructions

As Let's Go Wild is still in the development stages, there are a few technical things that make the gameplay a little long-winded or not easily understandable.

To play the game, there are a few instructions you must follow.
These are as follows:

1. All animal names must be spelled exactly as they appear on the list that is printed prior to choosing
2. If an animal name has spaces e.g., ‘white tailed eagle’, spell the animal with no spaces e.g., ‘whitetaileagle’
3. All animals must be spelt using capital letters e.g., ‘WHITETAILEDEAGLE’
4. To make the images disappear, either wait for them to disappear on their own or press any key
5. Read the text carefully and follow the instructions on screen
6. ENJOY :)