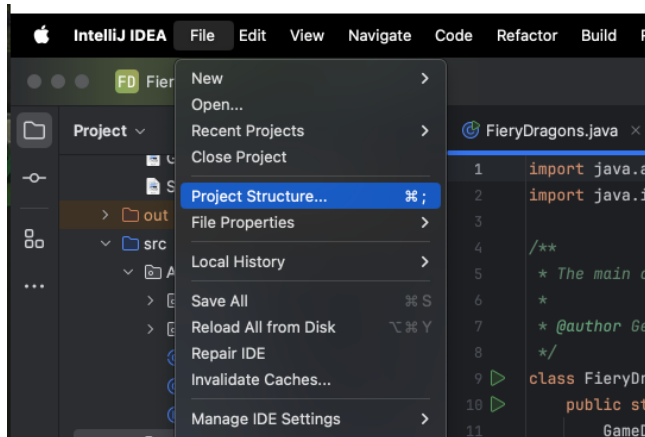
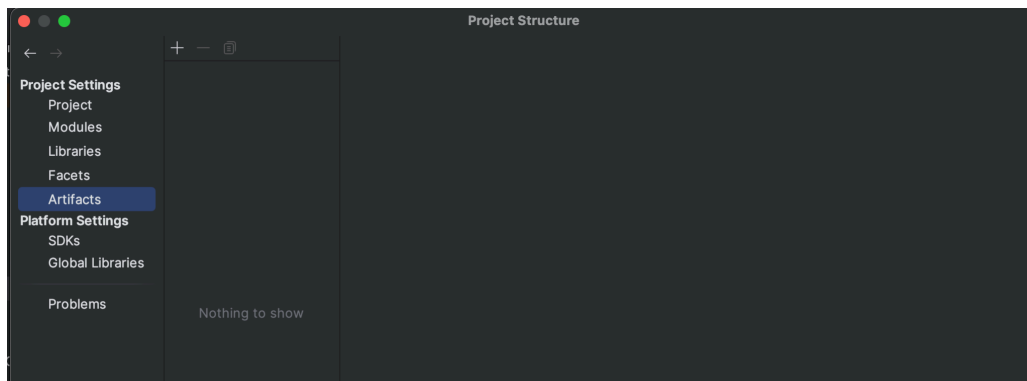


Executable Instructions

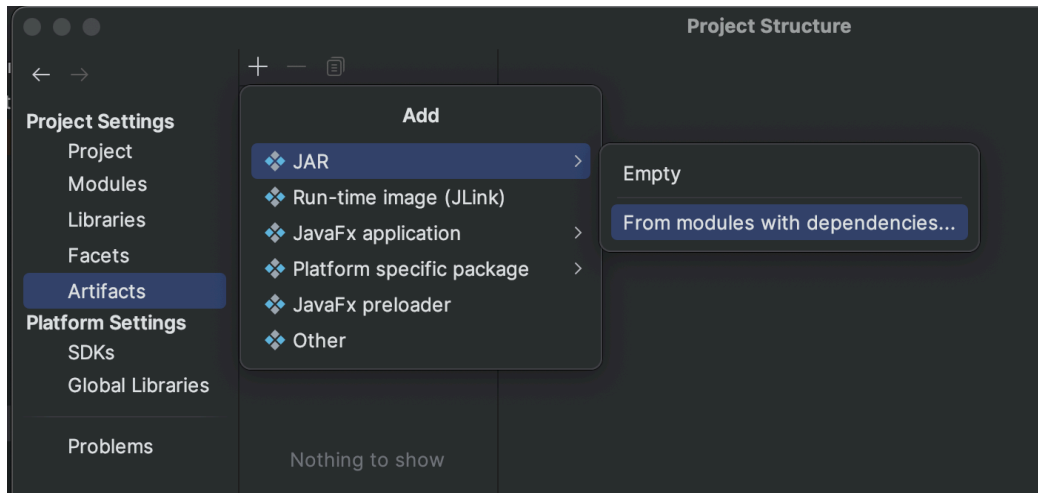
1. After pulling the source code from either Git or through the zip submission, open up the FieryDragons folder in IntelliJ. Make sure you are running Java 22 on a MacOS system.
2. Open the FieryDragons file, as that is the main file.
3. Go to the menu bar at the top of the screen and press File to open the drop-down menu. Then press Project Structure...



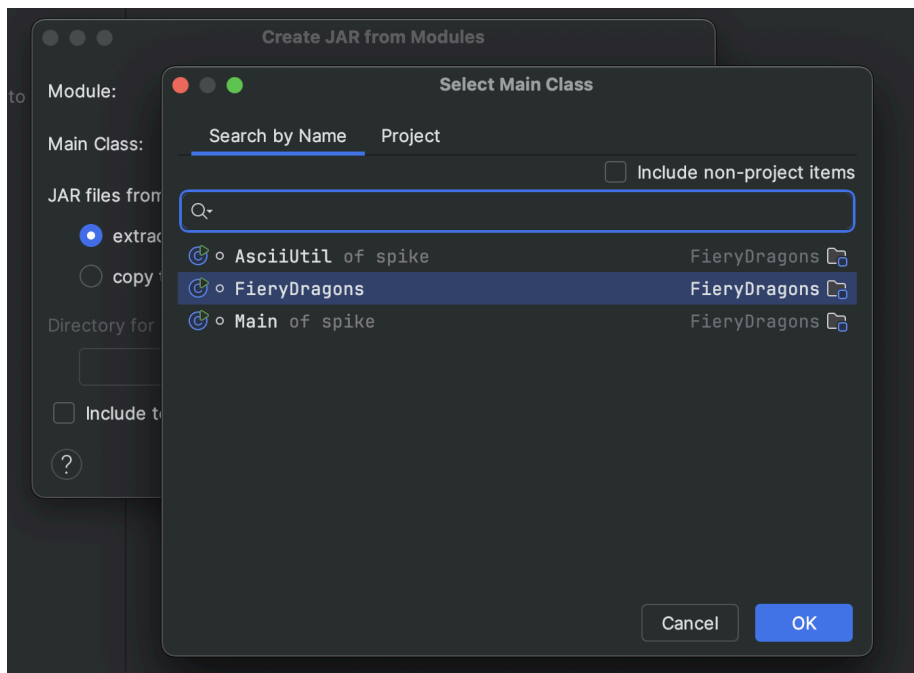
4. A pop-up window should appear. Press Artifacts under Project Settings.



Press the Plus sign, and then Add JAR from modules with dependencies.



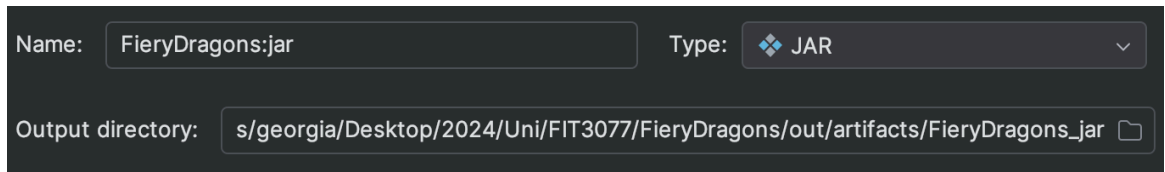
5. Another pop-up window should occur titled “Create JAR from Modules”. Press the file symbol next to Main Class and select FieryDragons. Then press OK to bring you back to the “Create JAR from Modules” window



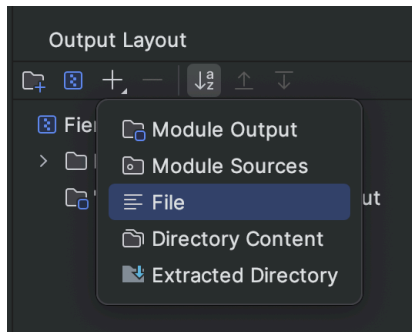
6. Then press the file symbol under “Directory for META-INF/MANIFEST.MF” and select the res folder. Then Press OK



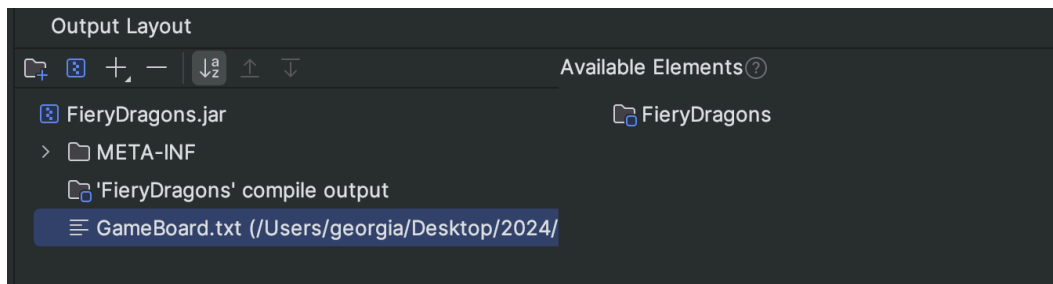
7. Name it “FieryDragons.jar”. Note that the executable will be found in the “folder”.



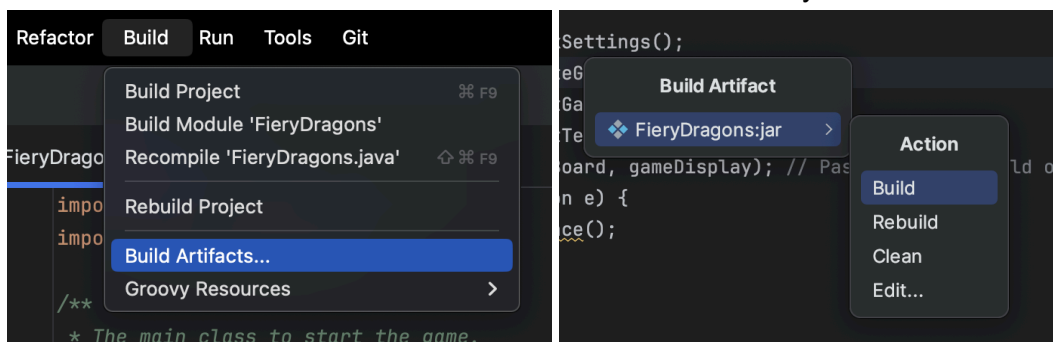
8. Press the plus sign under Output Layout, and select File.



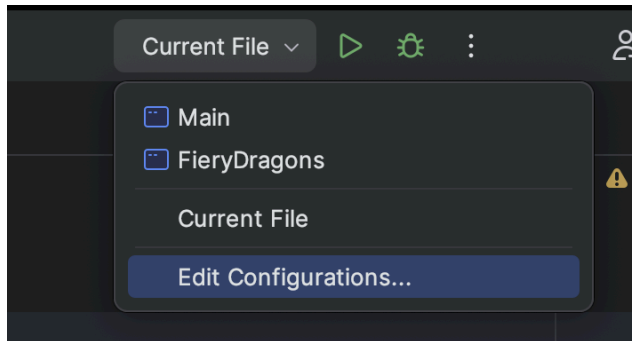
9. Select “GameBoard.txt” to include it in the build. Then press Apply.



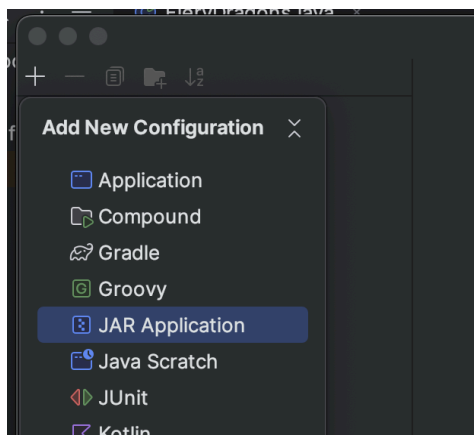
10. Then go to the menu bar at the top of the screen, and select Build to open the drop-down menu. Select Build Artifacts.... Then in the new pop-up window, press Build. You should now be able to see the META-INF inside of your res folder.



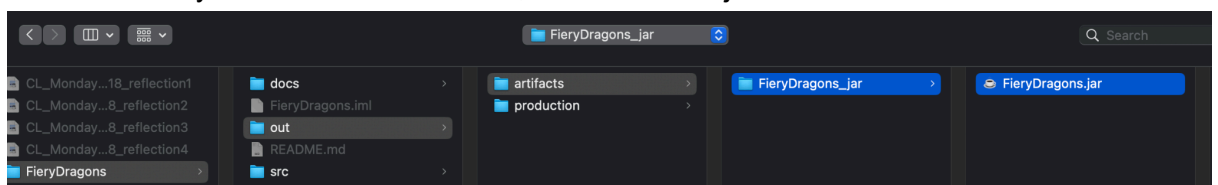
11. Now go to the top right of the IntelliJ window and select Current File, to open the drop-down menu. Then select Edit Configurations...



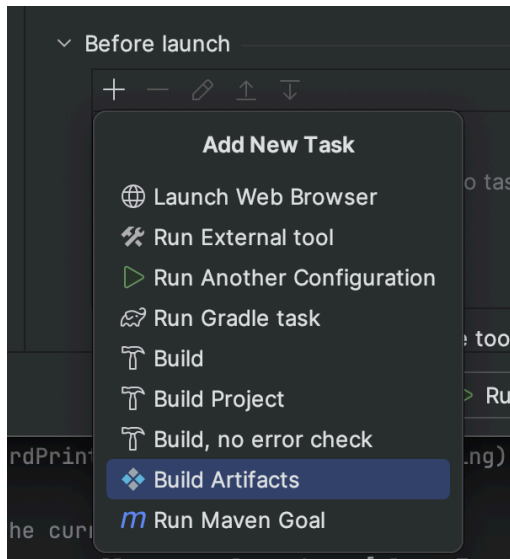
12. A new window should appear named Run/Debug Configurations. Press the plus sign in the top left of the window and select JAR Application.



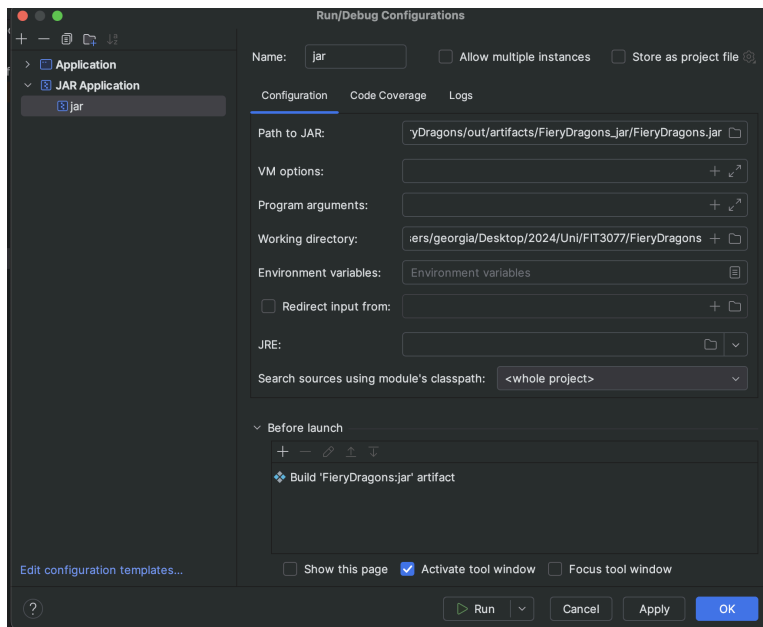
13. Name the JAR Application whatever you like. I have named it "jar" for simplicity. Press the file symbol next to Path to Jar, and select the jar file.



14. Then press the plus symbol underneath “Before Launch” and select Build Artifacts



15. Your screen should look like this.



16. Press Apply, then OK. Now you are capable of running the executable. You have the option to run it through the application within IntelliJ. Or alternatively, you can open the .jar file directly from inside the “out” folder.