

# Untitled Car Game

## User Manual

### Created by:

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### Build Instructions

To begin, ensure that version 3.7.1 of the Monogame Framework is installed. It can be found here: <http://community.monogame.net/t/monogame-3-7-1-release/11173>

Next, clone the repository to your local machine and extract it. Open UntitledCarGame.sln in Visual Studio.

Inside of Visual Studio, build the solution and run it. A Monogame Window will open, showing a successful build and launch.

### Executable Instructions

From the downloads page, download "Cycle Two - Release." Extract the files, and then run UntitledCarGame.exe. The game will launch momentarily.