**Compile Driver**

**Executable File Design Artifact**

Written By: Collin Puchta

**Design Artifact:**

**Description:** This feature will include the capability to install and run the game Compile Driver. The game may be started by running an executable file. This file will function the same from any location on the users computer, and an installer package will include all directories needed for the game itself to function.

An executable installer will be created to install all files needed for the game. This installer will install the required files to the users computer.

The game will be packaged in the form of an executable JAR file. For this file to work properly, Java will need to be installed on the computer attempting to run the game. The LibGDX API will also need to be installed for the game to work.

The executable JAR file will be able to be run from any location on the computer.

**Final Product:**

The finalized installer was created using NullSoft. The installer installs all required game files, including the executable JAR, to

C:\Program Files\CompileDriver .

The executable installer is able to run the game from any location on the PC.