

COP 4331C Fall 2013
Deliverables 3
Group 3: 8-bit game
Members: Kristjan Arumae
Chadwick Borgelin
Brian Estes
Junhao Liang
Clayton Walker

Build Instructions

The project is all in one folder that can be imported as a Java project. The name of the project should be "CaveGame." The project should be built into the Eclipse IDE running the most current Java version released. Here are steps with pictures to clearly show how to build the project using Eclipse, and how to run the game.

STEP 1

Download the game, make sure you have downloaded the Eclipse IDE, and make sure your computer has a recent version of Java. We ran ours on versions such as Java 1.7.0_04.

```
java version "1.7.0_04"  
Java(TM) SE Runtime Environment (build 1.7.0_04-b21)
```

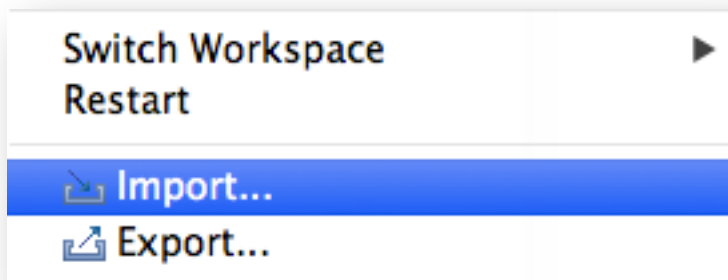
STEP 2

After downloading everything, open up the Eclipse IDE.



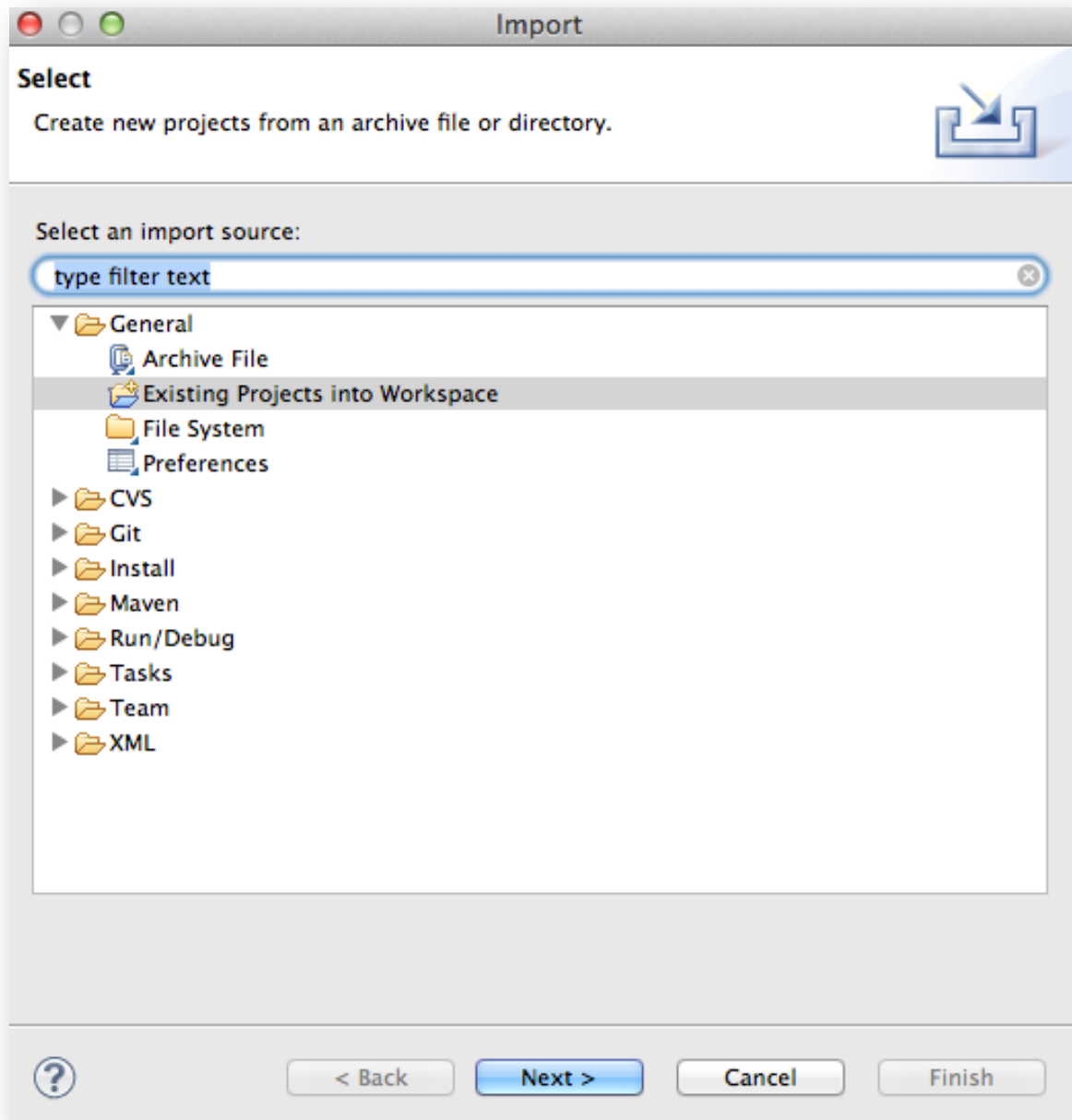
STEP 3

In the Eclipse IDE, select File, and then “Import...” to import the existing CaveGame project.



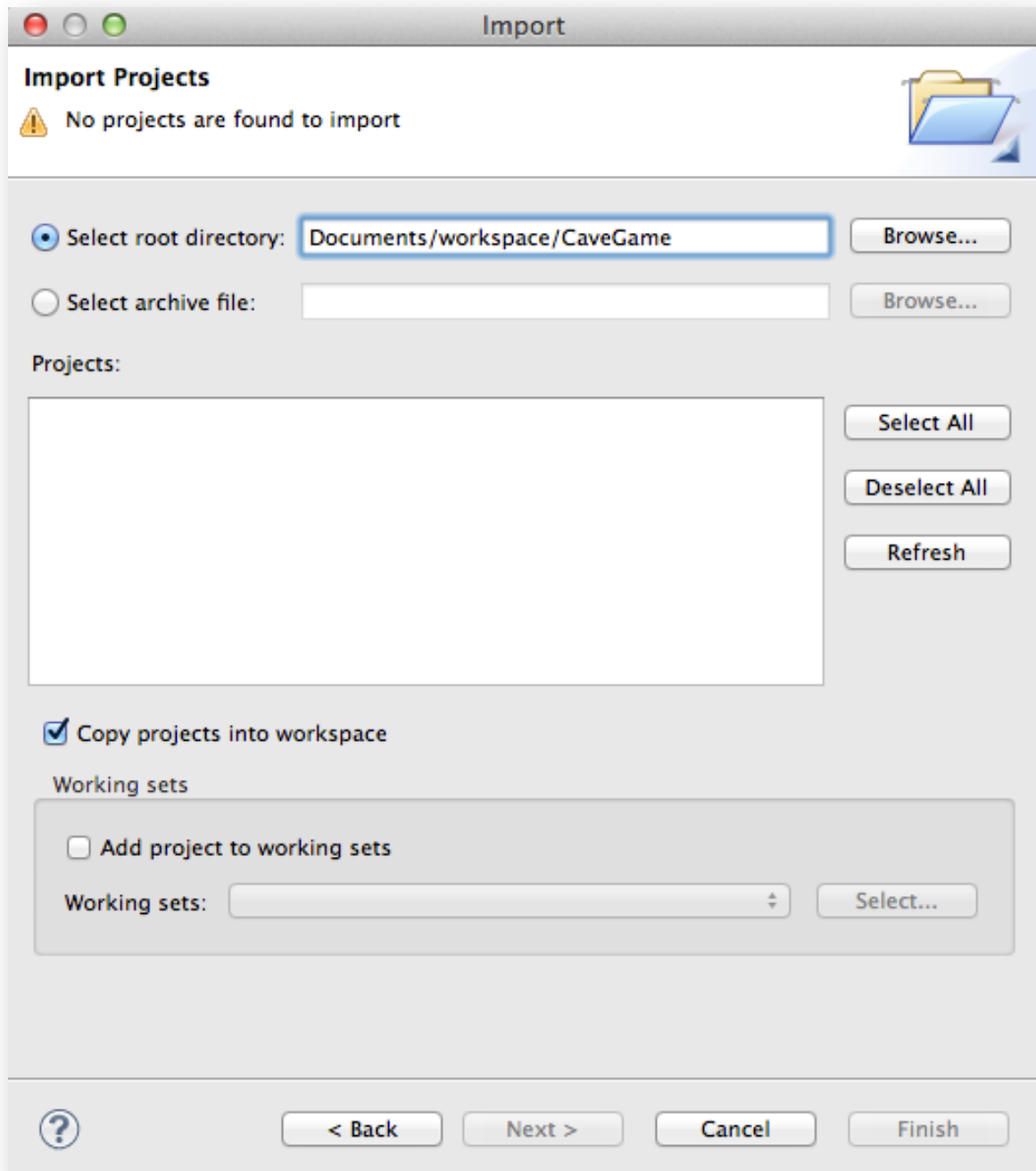
STEP 4

Next, select “Next” after you select Existing projects into Workspace.”



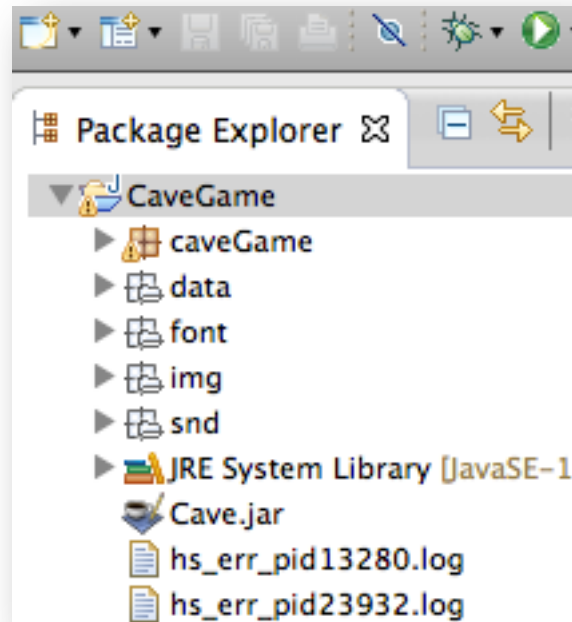
STEP 5

Next, in Select root directory, Browse and select the CaveGame Java project folder you downloaded. Then select Finish.



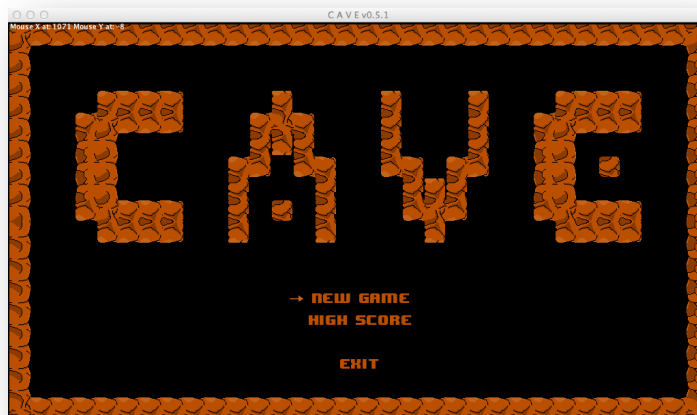
STEP 6

To run the game, Click on the “Run” button, which will run the CaveGame as a Java application.



STEP 7

The game will run as normal.



STEP 8

To modify the project, simply open up the project, the package, and click on the classes. You can edit the code there if needed.

