

# ReadME - Static GUI

## Angry Birds Game Development Project

**Course:** CSE201 - Advanced Programming  
**Project Type:** Group Project  
**Deadline Phase:** II (Static GUI Implementation)  
**Team Name:** GameChangers

### Team Members

Name	Student ID
Dhruv Aggarwal	2023197
Pranav Prakash Kadam	2023382

Both Members contributed equally.

### Project Overview

This project is a recreation of the classic Angry Birds game using Java and the LibGDX framework. The current phase focuses on implementing the static GUI components of the game.

### Setup Instructions

#### Prerequisites

- Java Development Kit (JDK 8+)
- Gradle Build Tool
- IntelliJ IDEA (Optional but recommended)

#### Installation Steps

1. Download the project zip file
2. Extract the contents to get the "Game" folder
3. Follow the running instructions based on your operating system

### Running the Game

#### Method 1: Command Line

##### Linux/macOS

```
# Navigate to Game directory
cd Game

# If permission denied, run:
chmod +x gradlew

# Run the game
./gradlew lwjgl3:run
```

## Windows

```
# Navigate to Game directory
cd Game

# Run the game
gradlew.bat lwjgl3:run
```

## Method 2: IntelliJ IDEA

1. Open the "Game" folder as a project
2. Import as Gradle project if prompted
3. Navigate to:

```
Gradle → lwjgl3 → Tasks → application → run
```

4. Double-click `run` to launch the game

## Technical Stack

- **Game Engine:** LibGDX
- **Programming Language:** Java
- **Build System:** Gradle
- **IDE Support:** IntelliJ IDEA

## Resources

### Official Documentation

- [LibGDX Documentation](#)
- [Angry Birds Official Website](#)

### Asset Sources

- Internet resources
- Custom-created assets using Canva
- AI-generated images

# Version Control

## GitHub Repository

[CSE201--Project-AngryBirds-Game](#)

## Notes

- The project is primarily designed for desktop platforms
- Ensure proper permissions are set before running on Unix-based systems
- Check the GitHub repository for the latest updates and changes