**Source Code**

The application is split into several projects to allow for easy testing and re-use of the components. To build the EATreasureHunt App, you need:

**Android3DEmys –** This project implements an OpenGl rendered model of the EMYS head and was produced during the LIREC project.

**HwuDialogSystem –** This is the lightweight framework to handle dialogue scripts written in interpreted Java using BeanShell.

**XMLParser –** This project reads the routes and feedbacks scripts, then translates them into Route and FeedbackTemplate objects.

**EATreasureHunt –** This is the EATreasureHunt App which uses all the above projects.

Note that the code all builds with no errors, or warnings. If you see some, check them out!

**Setting up the build paths**

This *should* be done for you if you’re using copies of the entire project. To import the entire project,

* Go to import -> General -> Existing Projects into Workspace.
* Click Next and browse to the existing (this) EATreasureHunt folder.
* All 4 projects: Android3DEmys, HWUDialogSystem, XMLParser and EATreasureHunt should appear.
* Check all of them and check Copy projects into workspace.
* Then click Finish. The projects should be imported now with the appropriate paths.
* To run the application, right click on the EATreasureHunt project -> Run As -> Android Application

In case you are not using the entire project, here’s how things should be setup:

**Android3DEmys**

Right click the project -> Properties -> Android -> Library, “is Library” should be checked.

**HwuDialogSystem**

Right click the project -> Properties -> Java Build Path -> Libraries -> Add External Jar -> add bsh-core-2.0b4.jar

**XMLParser**

Right click the project -> Properties -> Android -> Library, “is Library” should be checked.

**EATreasureHunt**

Right click the project -> Android -> Library, make sure that Android3DEmys and XMLParser are listed. If not just click on Add -> select the library and press OK. Then in the Java Build Path -> Projects, make sure the HwuDialogSystem is listed, else, add the project. Also under Libraries, make sure that bsh-core-2.0b4.jar is added. In Order and Export, make sure that they are both checked.