

# **COMP3211 Course Project Group 12**

## **Monopoly -- Developer Manual**

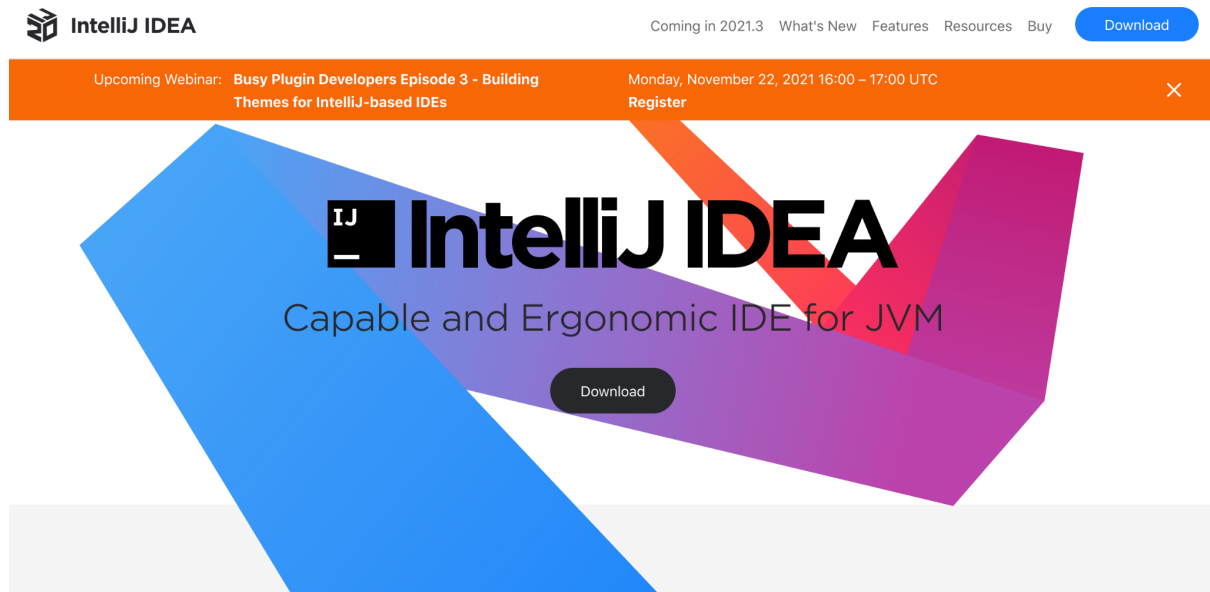
This document is the developer manual towards our CLI Monopoly game. Below are the details and steps regarding how to compile the source code and build the project.

# HOW TO COMPILE

After acquiring the source code files, developers should put them under a suitable directory to build a project/compile the code. Here, we demonstrate the whole process using IntelliJ IDEA. Developers can use different IDEs according to your preference.

## Install IntelliJ IDEA

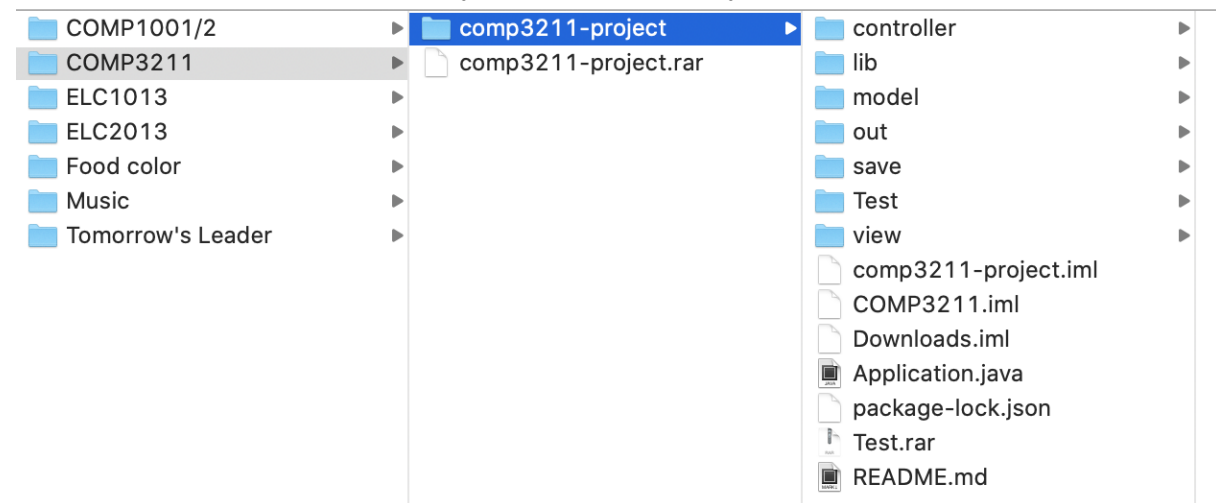
Go to <https://www.jetbrains.com/idea/> and download IntelliJ IDEA (Should work regardless the version)



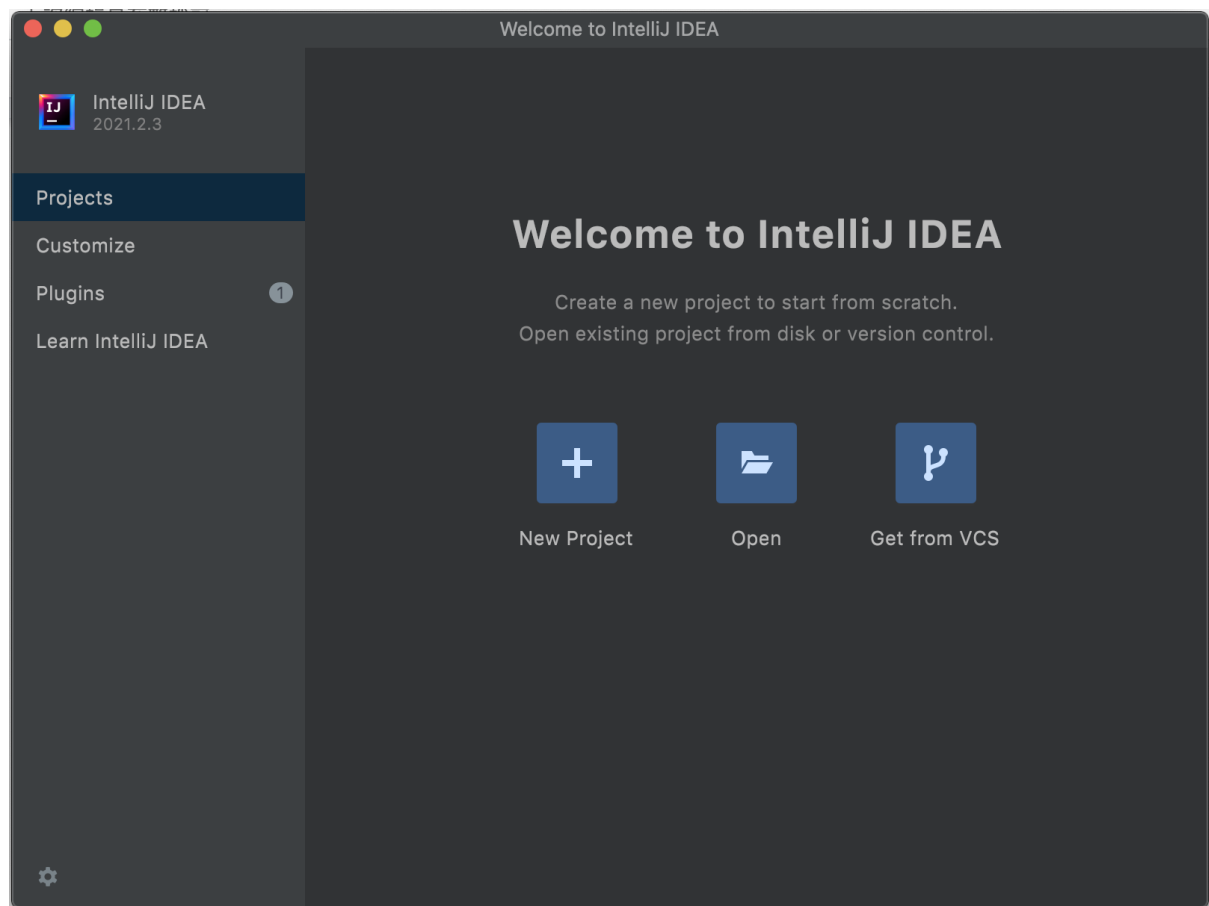
Follow the instructions and install the software.

## Open Monopoly project

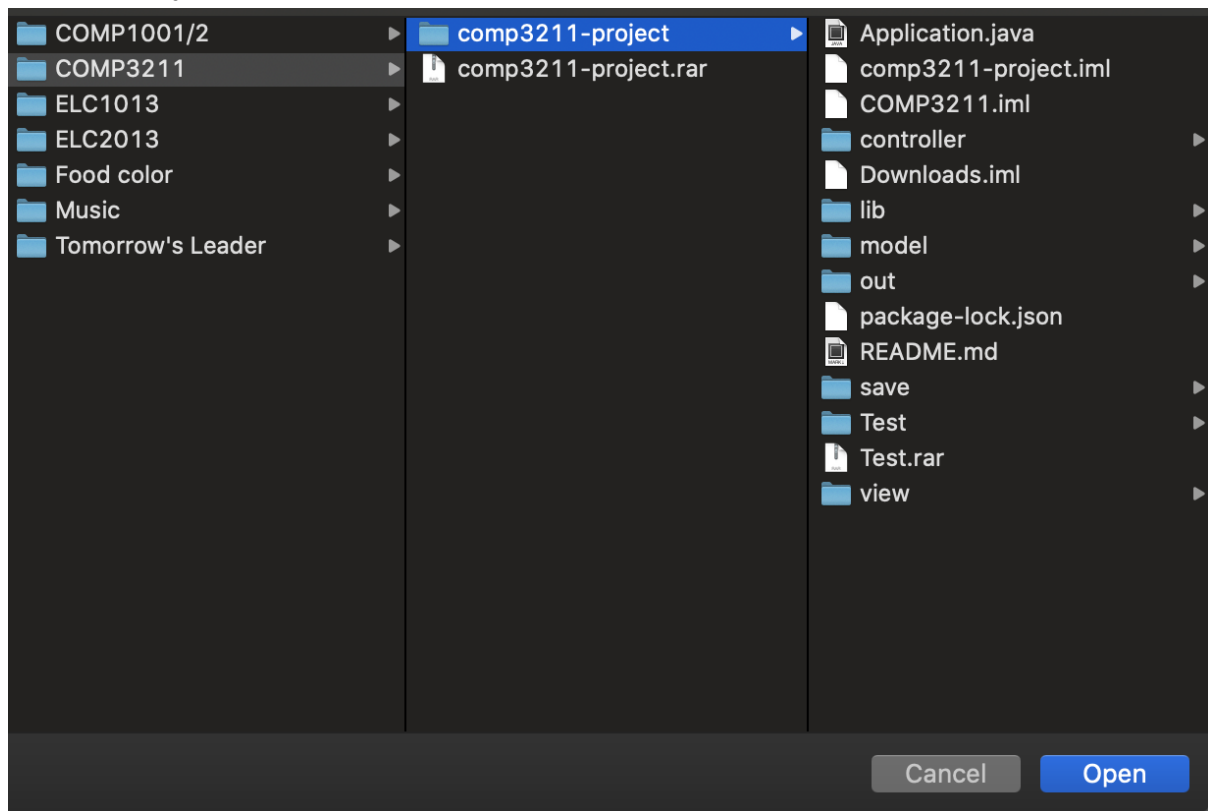
Download the source code files to your desired directory.



Launch IntelliJ IDEA. Then click the middle “Open” button.

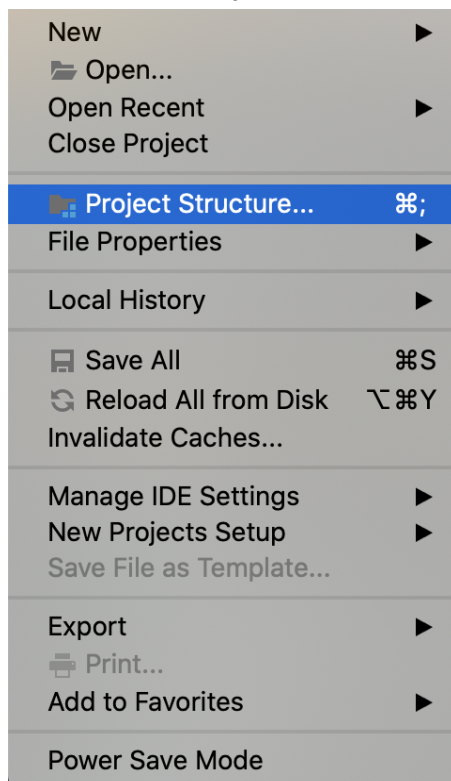


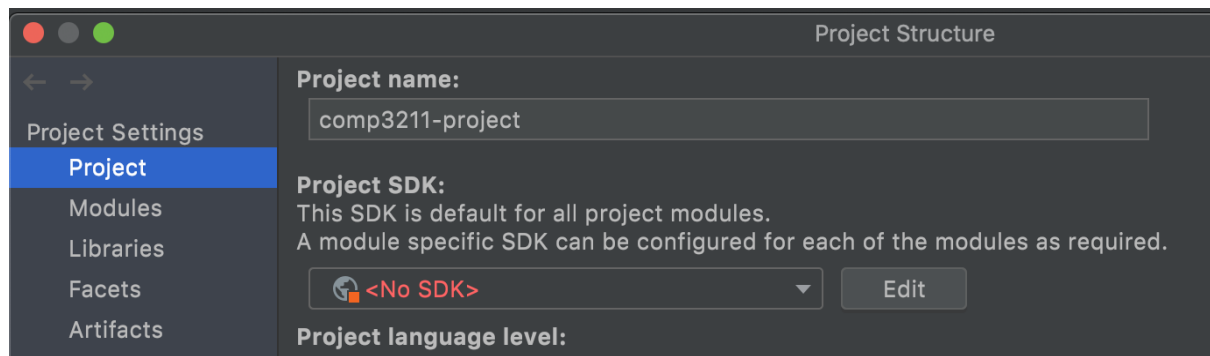
Open the project file.



Now, in order to successfully compile and run the program. We first need to configure the project and install a JDK.

Go to [File] > [Project Structure] > [Project Setting] > [Project SDK]



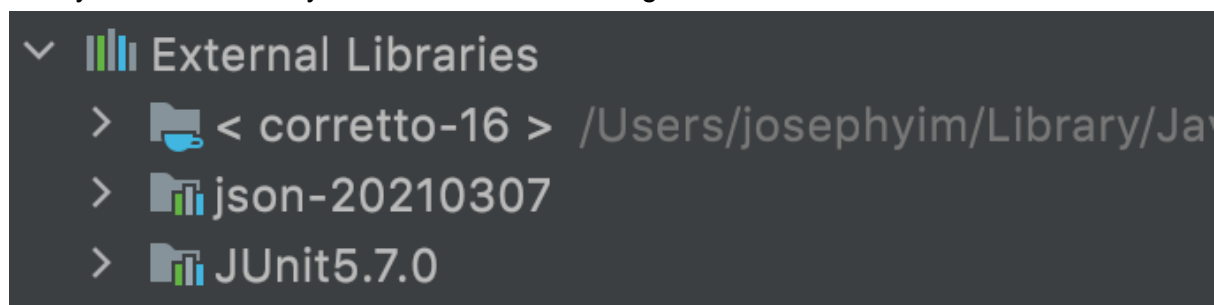


Click [Add SDK] and download **JDK version 16**.

**Restart IntelliJ IDEA** after applying the JDK.

### External Libraries:

Finally, make sure that you also have the following libraries installed:



json-20210307

JUnit

**You should be able to click run and compile the program successfully!**