Programmed with Visual Studio 2022 on Windows 10.

System Requirements

Operating System: Windows 7 or later

Processor: Intel Core i5 or equivalent

Memory: Approximately 20MB RAM

Storage: The game, including all its assets (.h, .cpp, .txt files, etc.), requires around 1.4GB of disk space.

Input: Keyboard

Configuration Details

IDE: Visual Studio 2022 or later

C++ Version: C++98/C++03 standard or higher

Libraries: C++ standard library, standard C library

Configuration: To run the game, make sure that the default character encoding of your IDE is set to Unicode (UTF-8) to avoid any rendering issues with the game's Unicode characters. No further configuration is required.

Additional Notes

Please note that these specifications and requirements are provided as a general guideline. Actual system performance may vary depending on various factors.

Installation

1. Download the FallenKingdom.zip file.
2. Unpack the contents into a folder of your choice.
3. Locate the SS2023-itp-console-rpg.sln file and preferably open it with Visual Studio 2022 or a later version.
4. Build the game by clicking the "Start" or "Start Debugging" button in Visual Studio, or simply press the F5 key.

Note:

* Using older versions of Visual Studio may result in errors.
* If any text appears distorted or unreadable, try changing the size of the application window.
* In case certain characters appear incorrectly, ensure that the default character encoding of your IDE is set to Unicode (UTF-8). You can adjust this setting by following the IDE's documentation or preferences.