README

To run the game you’ll need to install cocos-2dx.

* Download cocos2d-x 4.0 from <https://www.cocos.com/en/cocos2dx-download>
* Extract and install cocos2dx-4.0 by running setup.py
* Create the project folder at a given directory using command :
  + **cocos new MyGameName -l cpp -p**
* Go into the proj.win32 folder inside the project folder and run the command:
  + **cmake .. -G “Visual Studio 17 2022” -AWin32**

Requirements : CMake, Python 2.x version

Detailed step-by-step guide : <https://www.youtube.com/watch?v=EPncmb5ujJo>

After project setup is done:

* Go into your project folder and delete the Classes folder
* Copy all the files in client source folder into proj.win32 folder
* Replace the Resources folder with my Resources folder in img
* Run the MyGameName.sln file and load the files into your project
* Build and run the solution