

# Game Engine Design

## Assignment 0 – “Hello Subversion, hello Visual Studio!”

*This first assignment will help you with some “first steps” in your development process. It will not be graded, but make sure to solve it nevertheless – this will help you with your work on the first real assignment and might also solve problems like missing user-accounts or misconfigured environments early.*

*Oh, and it will also prevent you from using your whole first tutoring lesson for installing Visual Studio on your personal laptop...*

*Notes for working with your own laptop: You'll need a laptop with a dedicated graphics card that supports DirectX11! Make sure of this before you configure your environment if you don't want to waste your time.*

### Subversion and TortoiseGit

- Check your login on one of the PCs in the Game Engine Design laboratories (02.13.008, 01.05.012, 01.10.020). If you don't have an existing account from last semester, get your password at the RBG Helpdesk – your username and password are usually the same as your RBG / Rechnerhalle login.
- If you plan on working on your own laptop: Install an SVN client like TortoiseGit (<https://code.google.com/p/tortoisegit/wiki/Download?tm=2>) or TortoiseSVN (<http://tortoisesvn.net/>).
- Perform a SVN Checkout of <https://svnge.in.tum.de/SS15/external> to the subfolder `. \gep\external\` on a folder of your choice (e.g. Desktop). If this directory already exists, perform an update of the working copy.  
Your SVN is accessible with your RGB / Rechnerhalle username and password.
- Checkout your own SVN repository from <https://svnge.in.tum.de/SS15/<username>> to `. \gep<username>`. If your SVN repository does not exist, please contact your tutor.
- Create a new file “ReadMe.txt” inside the newly created folder.
- Add this file to your repository and commit it.

## Visual Studio

- If you plan on working on your own laptop: Install Microsoft Visual Studio 2012 or 2013 (available at <http://dreamspark.rbg.tum.de/>)
- Start Visual Studio 2012 or 2013
- If you're asked for your build environment, select C++
- Create a new solution and a new project
  - Template: Visual C++ > Win32 > Win32 Console Application
  - Name: HelloWorld
  - Location: (Path to your SVN-Repository)
  - Solution name: Solution
  - Make sure to check "Create directory for solution"
  - Click "OK" -> "Next", uncheck "Precompiled header", click "Finish"
- Compile and start your program by pressing "F5". It should build without any errors and terminate immediately after the start.
- Commit all of your newly created source- and project-files to the SVN. Make sure to commit *only* the following file extensions:  
\*.cpp, \*.h, \*.sln, \*.vcxproj, \*.vcxproj.filters, \*.vcxproj.user
- Check if everything is correct: Delete your local folder .\gep\<username> (this will also happen automatically when you log out – so *don't* forget to commit!). Don't delete anything using Tortoise Git (or your other SVN client), you only want to delete your local files!
- Once again, perform a new checkout of your repository to your local folder. All added files should be restored. Open your Solution.sln and press F5 again to run the program.
- If it doesn't compile and start correctly, fix the error.

This assignment will not be graded. Don't forget to enroll in a tutoring group via TUMOnline! Groups will start in the second week of the semester (April 20<sup>th</sup>).

Good luck, have a good time and happy coding!  
That's all, folks.