**Dung Eon : A Dungeon Crawler**

**Build Instructions**

**COP 4331, Spring, 2016**

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Team Members:

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Modification history:

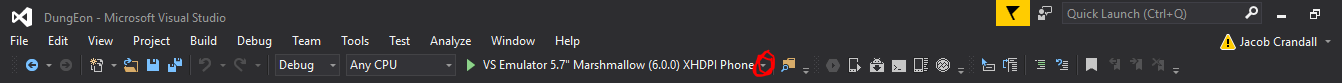
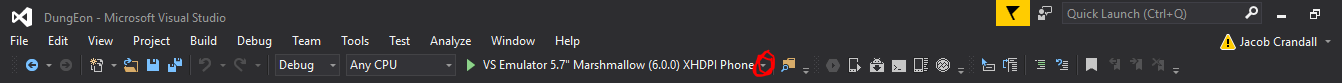
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| --- | --- | --- | --- |
| Version | Date | Who | Comment |
| V1.0 | 04/16/16 | Jacob Crandall | Initial notes added |
| ... |  |  |  |

**Materials Required**

**Required for Development or emulation**Visual studio or Xamarin studio – although we utilized and suggest visual studio  
 - <https://www.visualstudio.com/en-us/downloads/download-visual-studio-vs.aspx>  
 - Follow the installer instructions. Select Android development tools to install alongside this.  
 this will handle the requirements for an android image, emulator and APK. Be sure that you  
 install the API’s of at least level 19 or higher (we suggest level 23).  
 - You may also select to install the xamarin library  
A xamarin liscense and library  
 - If you are a student we suggest <https://www.xamarin.com/student>  
 - Otherwise, you will be prompted to buy a license on run time, simply follow their instructions  
An android emulator and image (19 or higher)   
 - The visual studio step above will handle that OR you may add these as you see fit / find on your own  
Android APK  
 - The visual studio step above will handle that OR you may add these as you see fit / find on your own  
CocosSharp library  
 - There are multiple ways to install this but we suggest the following tutorial for easy installation.  
 https://forums.xamarin.com/discussion/30701/cocossharp-project-templates-for-visual-studio

**Required for User / Hardware use**A working android phone with a current operating system.  
OR all of the above if they would like to build beta versions

**Build Instructions**

NOTE: Each necessary requirement to build / install the game has installation steps attached to it.  
Please make sure you have all of these components installed. **Users**  
If a version of the code is in the android market a user simply needs to install and run the application as they normally would.  
  
If a user would like to run a development version (perhaps a beta version, such as ours) they will need all of the above necessary for both users and developers.  
  
Load up the solution by double-clicking the solution file.  
Once it is loaded click the green play button drop down menu and select your device.   
  
The game will compile and install on to your device for portable use.  
You may have to go to settings to allow the application on your device. This may different from device to device but the general flow is.  
Settings > Applications > Unknown Sources  
Set this to on, it will allow for the program to install.  
  
**Developers**If you have all necessary items installed you must simply load up the solution. Go to the green play button drop down and select your emulator that you have.   
  
The game should build and load for emulator testing.