

# MARS WARS

## Deployment Manual

### Minimum Hardware Requirements:

- ∞ 1GB RAM
- ∞ 15 MB free disk space
- ∞ OpenGL 3.0 compatible graphics card
- ∞ Speakers
- ∞ PS/2 keyboard

### Optional:

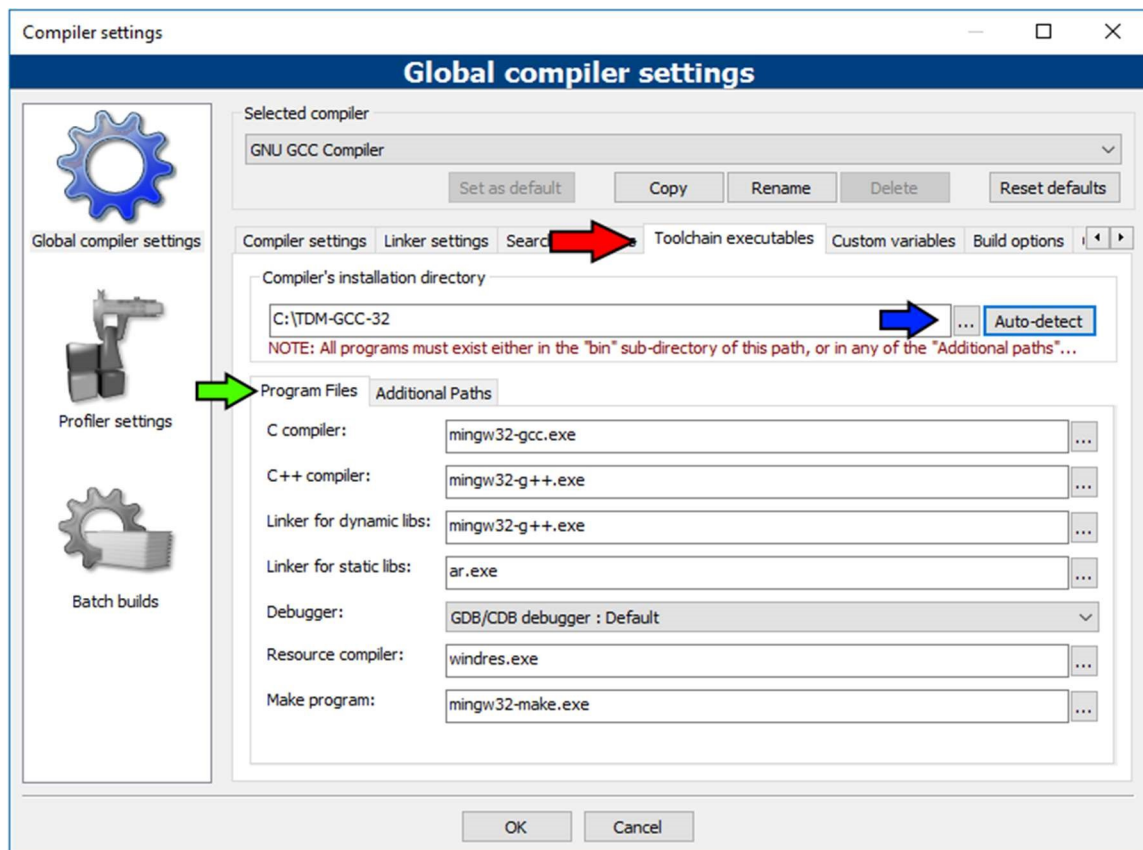
- ∞ Gaming controller

### Software Requirements:

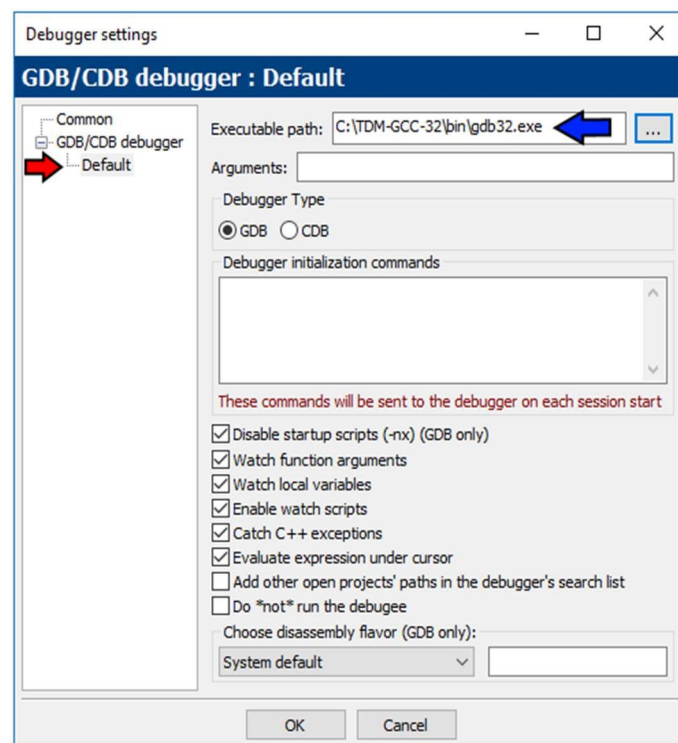
- ∞ Windows operating system
- ∞ Drivers supporting OpenGL 2.1 or later
- ∞ Freeglut
- ∞ Glut
- ∞ MinGW runtime environment

### How to set up the Game:

1. Download TDM-GCC from <http://tdm-gcc.tdragon.net/>
2. Follow the onscreen prompts provided by the installer and be certain to install both the MinGW base and C++ files
3. Once completed, add C:\MinGW\bin; to your user PATH environment variable manually. You can permanently add C:\MinGW\bin; to your PATH by following the instructions in the "Environment Settings"
4. Download the freeglut distro for Windows from <http://freeglut.sf.net>, or see "FreeGlut" folder on disc, and compile it.
5. Download and install the Code::Blocks IDE for Windows. See "CodeBlocks" folder on disc or you can download direct from <http://www.codeblocks.org/>
6. Link the freeglut files (library and header files) to the MinGW compiler, and in turn, configure Code::Blocks to use the MinGW compiler by going into your Compiler Settings and clicking on Toolchain Executables. Then click on Program Files and ensure that the contents of the window appear as follows:



7. Now go to Debugger Settings and ensure that your window looks like this:



8. Copy the contents of the 'Copy This' folder to the root of your C Drive.

9. Link the compiler to C:\Windows\System32\Winmm.dll

10. Now build and run the project 'MarsWars' in Code::Blocks, and you're good to go!

11. Note: If you are plan on using a controller, make sure controller is connected before you run the "Mars Wars" application

We hope this manual has been useful in helping you deploy and use the game. Have fun! ☐☐☐