

README: Classic Platformer

This is a classic platformer game that is being created for a computer science course project.

In this game, your character is placed in a world map and must avoid enemies/obstacles in order to reach a final destination.

In the current iteration of this project, the game is a text-based version that runs on the command line.

Getting Started: Accessing Demo 1

These are the instructions for accessing Demo 1 of our project, the text-based version of our game.

Pre-requisites

To compile and run this project, you must have [Java SE Development Kit 8](#) installed.

Compiling and Running: Using Eclipse

1. Download the repository (Version 0.0.1) as a ZIP file (on Github.com, choose “Clone or download” >> “Download as ZIP”) and unzip on your computer.
2. Open an Eclipse workspace.
3. Within Eclipse, go to “File” >> “Open Projects from File System”.
4. In resulting the pop-up, click “Directory” to choose the “Import Source” as the project folder you unzipped in Step 1. The name of the folder should be “classicplatformer”
5. Now that the project is imported into Eclipse, run the project by right-clicking “Gameplay.java” in the Eclipse Package Explorer and choosing “Run As” >> “Java Application”.

Compiling and Running: Using Command Line

1. Download the repository (Version 0.0.1) as a ZIP file (on Github.com, choose “Clone or download” >> “Download as ZIP”) and unzip on your computer.
2. Open command line and set your present working directory to the src directory, which is found within the folder you unzipped in Step 1.
3. Run “javac *.java”
4. Run “java Gameplay”

Version 0.0.1