



# Raisin Run

## User Manual



### Special Libraries Needed to Build/Compile Raisin Run:

Note: These libraries are also listed within the Makefiles.

Libraries:

1. SDL2
2. SDL2\_image
3. SDL2\_mixer
4. SDL2\_ttf

### Instructions On How to Build/Compile Raisin Run:

If on Macintosh Machine, use this Makefile:

```
CXX = g++

CXXFLAGS = -Wall -F /Library/Frameworks
LDFLAGS = -framework SDL2 -F /Library/Frameworks -I /Library/Frameworks/SDL2.framework/Headers
OTHERFLAGS = -framework SDL2_image -F /Library/Frameworks -I /Library/Frameworks/SDL2_image.framework/Headers
MOREFLAGS = -framework SDL2_mixer -F /Library/Frameworks -I /Library/Frameworks/SDL2_mixer.framework/Headers
MFLAGS = -framework SDL2_ttf -F /Library/Frameworks -I /Library/Frameworks/SDL2_ttf.framework/Headers
all: main

main: game.o
    $(CXX) game.o -o game $(LDFLAGS) $(OTHERFLAGS) $(MOREFLAGS) $(MFLAGS)
obj/game.o : game.cpp
    $(CXX) $(CXXFLAGS) -c game.cpp window.h -o game.o

clean:
    rm game.o game
```

If on Hydra Machine, use this Makefile:

```
#OBJJS specifies which files to compile as part of the project
OBJJS = game.cpp window.h

game: game.o
    g++ game.o -w -lSDL2 -lSDL2_image -lSDL2_mixer -lSDL2_ttf -o game

game.o : $(OBJJS)
    g++ -c $(OBJJS) -w -lSDL2 -lSDL2_image -lSDL2_mixer -lSDL2_ttf
```

After compiling, run ./game to render Raisin Run!

## **How to Play Raisin Run:**

1. The title screen includes 4 buttons, 3 of which are in the center of the screen— ‘Play’, ‘Credits’, and ‘Exit’. The 4<sup>th</sup> button is in the upper left-hand corner. This button allows the user to mute the background music of Raisin Run.
2. Play: This button allows the user to begin Raisin Run. The player will be brought to a screen that contains the directions to play the game. The rules are fairly simple. Use any key on the keyboard to allow Raisin to jump and avoid the cats. From here, click the ‘Ok’ button to play. A successful jump results in a 10-point increase to the player’s score. The player can view his or her score in the upper right-hand corner of the screen. An unsuccessful jump will lead the player to a screen that either allows the player to ‘Retry’ or return to the ‘Main Menu’. If the player successfully reaches 100 points, Raisin receives the prize—a bone—and the player wins the game. The player can then return to the ‘Main Menu’ if he or she wishes to play again.
3. Credits: This button allows the user to view the creators of Raisin Run (Megan Stanton, Jaidin Jackson, & Logan Courtney), the pup who portrays the main character of Raisin Run (Raisin the Petit Basset Griffon Vendéen Mix, son of Jaidin Jackson), and the composer of the background music to Raisin Run (Robert Butler, third party). This screen has a ‘Back’ button that allows the user to return to the main menu.
4. Exit: This button terminates the program.

## **Known Bugs:**

1. There are no major bugs within Raisin Run when it is being run on a Macintosh. On a Linux machine, however, the platform for Raisin Run has some sizing issues. The window for Raisin Run is the proper size and the buttons are in their respective positions, but the background picture for Raisin Run does line up with the window. Users should also be mindful that the game is sensitive when it comes to where Raisin makes contact with the cats.