Iteration 1 Readme

Team Information:
- Team Number: 13
- Group Members:
  - Mitchell Hird (Student 100881078)
  - Albert Cho (Student 100857664)
  - Anthony Tasca (100410783)

What environment we are using:

Currently we are using the Java programming language as a means to implement the Magic Realm game. The development environment we are using is Eclipse and we are also using GitHub as a source repository, that stores all of the source code, documentation, and images needed for this iteration. We mainly used the source repository as a means to easily integrate each others code without the need to physically meet.

How To View The Source Code For The Iteration:

The source code for this iteration can easily viewed by importing the contents of the source code folder into a Java Project within the Eclipse development environment. To do that simply right-click in the Eclipse project explorer window and select import. Then move to the source core folder and import the project as an Eclipse Java Project. From there you should be able to look at the source code within the Eclipse view.

How To Run The Program:

If you have the MagicRealmTeam13.jar you can simply run the application by double clicking on the jar file, if the default behaviour for .jar files has not been modified. However if you do not have the jar file it can be created by running the ANT build.xml file as an ANT build script it within an Eclipse environment. Finally the application can also be run from the Eclipse environment by right-clicking on the AppMagicRealm.java class file, and selecting run as application from the list given.