CS101 PROJECT

SCREEN CAST VIDEO TRANSCRIPT

(YEAR : 2015)

CHAIN REACTION

Team ID -231

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TRANSCRIPT OF THE VIDEO

This is our CS 101 project. These are the instructions are that should be followed to install the required software for proper execution of our code.

This is the 140070019_231.zip file that we would be submitting on the moodle link as well as on the Git-Hub.

Extract the 140070019_231.zip file and in which there's a project presentation, report, source-code and readme file.

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1.Firstly we would show how to install the code-blocks.

- Open the readme file and the copy the link given for the installation.

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  Get Full Version of Code-blocks from
  "http://www.cse.iitb.ac.in/~ranade/simplecpp/CB-
  Simplecpp-setup.exe"
  ```

- Here the setup installation would take place.

- Now, open the setup file and run it for installing the code-blocks on your PC.

- Click on the "next" button , accept the agreement shown in the window click on the "next" button , and again click on the next button .

- Now you get the option to change the folder where the files would be saved but it's advisable to keep the default folder and click on the next button.

- Again click on the "next" button.

- Tick on the option to create the desktop icon and again click the next button.

- Once confirm the folder in which your files are being saved and click on the install button.

- Then the installation process would start over and after it is completed you then click the next button, again click on the next button and finally click on the finish button

2.To install the OpenGL Library files an how to add them to the Code-blocks settings.

- To get 'glut' library go to "http://www.deannicholls.co.uk/site/files/glut.zip". It downloads a zip file containing 3 files.(glut.h ; glut.32.dll and libglut32.a)

- Copy glut.dll into your 'C:\Windows\System32' folder (If you're using Windows 7 64-bit, you'll need to copy this file into 'C:\Windows\sysWOW64').

- Copy glut.h into the 'include\GL' folder in the MinGW compiler folder. If you installed Code-Blocks and MinGW to the default directory , this folder will be 'C:\Program Files\Code-Blocks\MinGW\include\GL'.

- Copy libglut32.a into the 'MinGW\lib' folder. If you installed Code-Blocks and MinGW to the default directory in Step 3, this folder will be 'C:\Program Files\Code-Blocks\MinGW\lib'.

- Now open Code-blocks and go to 'settings > Compiler and debugger' and add libraries "opengl32" ; "glu32" and "glut32" to 'linker settings'

- If you have any problem visit "http://deannicholls.co.uk/tutorials/show/cpp_glut".

3.How to run the code in the Code-Blocks by including the library files we downloaded.

- Now again open the code-blocks and go to file menu and click on the open button and choose the chain_reaction.cpp file and click OK.

- Now click on the build and run button and we are ready with our game.

4.Features of our Game.

- Initially the main menu appears on the window screen. Here we have got three buttons on the screen namely "Choose no. of players", "Instructions" and "Exit" buttons.

- We click on the "Choose no. of players" and we get window having to select the no. of players we want to play the game with.

- Now we click on the three player game and the grid appears in which we would be playing the game.

- The player1(yellow) clicks on the grid and the grid colour changes to blue indicating its turn.

- Just for a test check we click outside the grid and nothing happens indicating that it does not take any unnecessary inputs and chance of the blue player(player2) is not over.

- Now, we click on the cell where yellow colour player(palyer1) has placed his ball and we get the desired result i.e. no ball of blue colour is placed in that cell and chance of the player is still not over.

- After this, We properly place the blue ball(player2) in an empty cell.

- Now, again the third player would place his ball in the grid.

- chance of the player1 comes again and he places the balls.

- player2(blue) places his balls in the cell that already contains blue colour ball thus increasing the no. of blue balls in that particular cell and causing the combination of the balls to rotate.

- In this way the game continues and the player1(yellow) is left with no balls and is eliminated and game continues with remaining two players till the declaration of the winner.

- After the game completion again the user get the option for going to main menu or exiting the game depending on his choice.

- This concludes our game demonstration and thanks for listening to us.