Instructions for Execution

**Name of Game:**

Tank Attack Maze

**Developed by:**

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# IDE Installation

Install appropriate C++ IDE. Eclipse C++ and Visual studio was used for the development. Eclipse is available on Mac, Linux as well as Windows.

Eclipse package installer is available at

<https://www.eclipse.org/downloads/packages/release/2020-03/r/eclipse-ide-cc-developers-includes-incubating-components>

Visual Studio is available at:

<https://visualstudio.microsoft.com/downloads/>

# External Libraries setup

SFML library used needs to be setup in the IDE.

For Visual studio follow instructions from the following tutorial:

<https://www.youtube.com/watch?v=axIgxBQVBg0>

or

<https://www.sfml-dev.org/tutorials/2.5/start-vc.php>

For Eclipse IDE follow the following documentation:

<https://github.com/Peplow/SFML-and-Eclipse>

With the created C++ project in the desired IDE link the folder with resources (C++ and media files from resources). In case of Visual Studio all the multimedia files (images and audio) needs to be in the Resource folder. The project is already built or can be rebuilt and use the option of Run As\Local C/C++ Application (Eclipse IDE).

Source code and all of the required files are also available on the GitHub repository as attached below for ease of access.

<https://github.com/muhammadadeelzahid/Tank-Attack-Maze.git>

Note:  
Depending on the Computer screen resolution game may look differently on your pc. Hence as a reference for development the used screen resolution was 1440 x 900 (13.3 inch) and the position of the different windows within the game are calibrated as such. Therefore, on different screens the game may not fit entirely on your screen. A screenshot of the game is attached below as a reference which shows the opening screen.

A screenshot of a cell phone

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