To run the code:

(1) Navigate into the src file

(2) Compile the code with

```
javac game/Rogue.java
```

If that throws a Class Compilation Error, use the line below

```
javac game/*.java
```

(3) Test an XML file

(3a) If no xml file is specified, the program is hardcoded to run the testDrawing.xml file using the line below

```
java game.Rogue
```

(3b) If you would like to run a specific file, do:

```
java game.Rogue testDrawing.xml
```

And then you can proceed to run any file using:

```
java game.Rogue <xmlFileName>
```