

## How to setup Project – Virtual World:

- 1) Downloads files from Canvas
- 2) Unzip the files
- 3) Open IntelliJ
- 4) Create a new Project
- 5) Transfer the files to the new project in a specific location
  - a. Java files goes to src directory
  - b. images folder, imagelist, and world.sav will transfer at Project level
- 6) Processing-Experimental must be added to the modules jar files (Similar to Lab3)
- 7) Two test cases are given run them to make sure everything works perfectly.
- 8) The main is in VirtualWorld.java
- 9) Compile and run the program
- 10) The following virtual world will appear.
- 11) Move your cursor and get familiar with the objects in the virtual world

