INSTRUCTIONS TO RUN THE EXECUTABLES
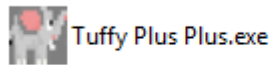
A. Desktop version (Tuffy Plus Plus.exe):

Required Tools:

1. A Windows computer, recommended Windows 7 or higher.
2. Java Runtime Environment, recommended v. 1.7 or higher. Download the v.8 here.
3. Desktop screen resolution of 1366 x 768 or higher.

Steps to run:

a. Double click on the Tuffy Plus Plus.exe file in the Executables folder
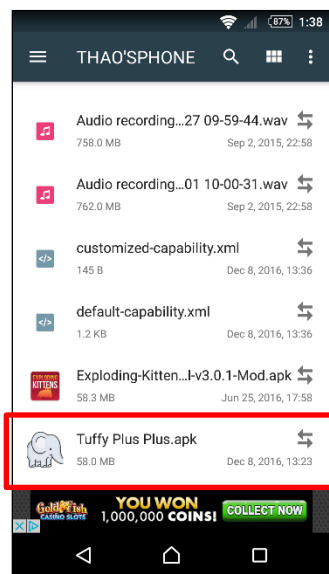

b. Enjoy the game!

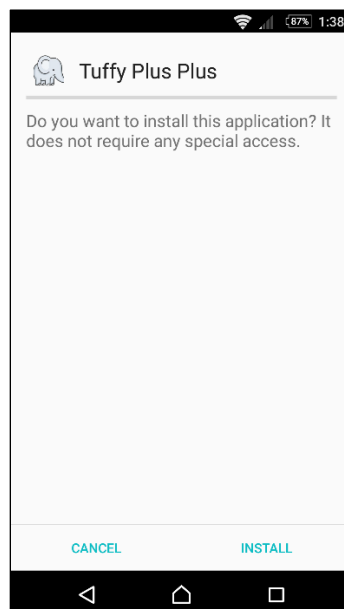**B. Android device version (TuffyPlusPlus.apk):**

<u>Required Tools</u>:

1. An Android smartphone or tablet with Android 4.0 and higher.
2. USB cable or a micro SD card or any other means of transfer between the computer and the Android phone.

<u>Steps to run</u>:
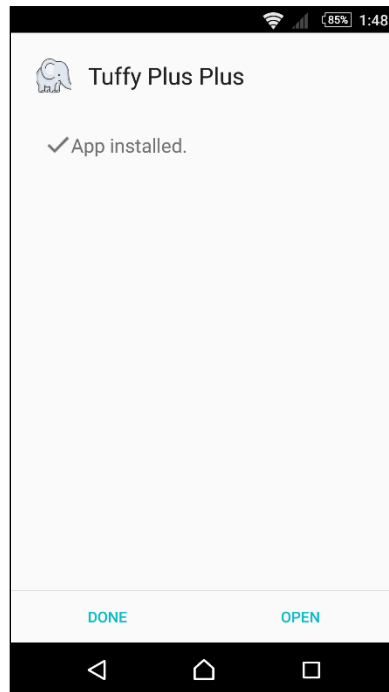
   a. Transfer the TuffyPlusPlus.apk file found in the Executables folder from the computer to your Android device.
   b. Go to the file manager in your phone and select TuffyPlusPlus.apk

   c. Select Install

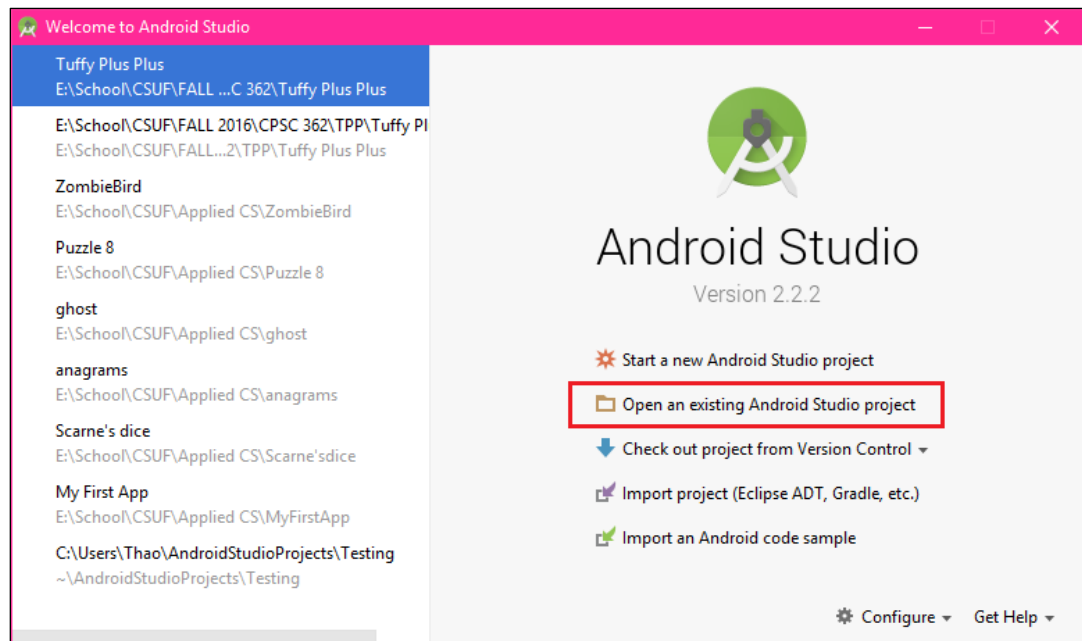d. Wait for the application to finish being installed. Then select Open.

e. Sit back and enjoy the game!
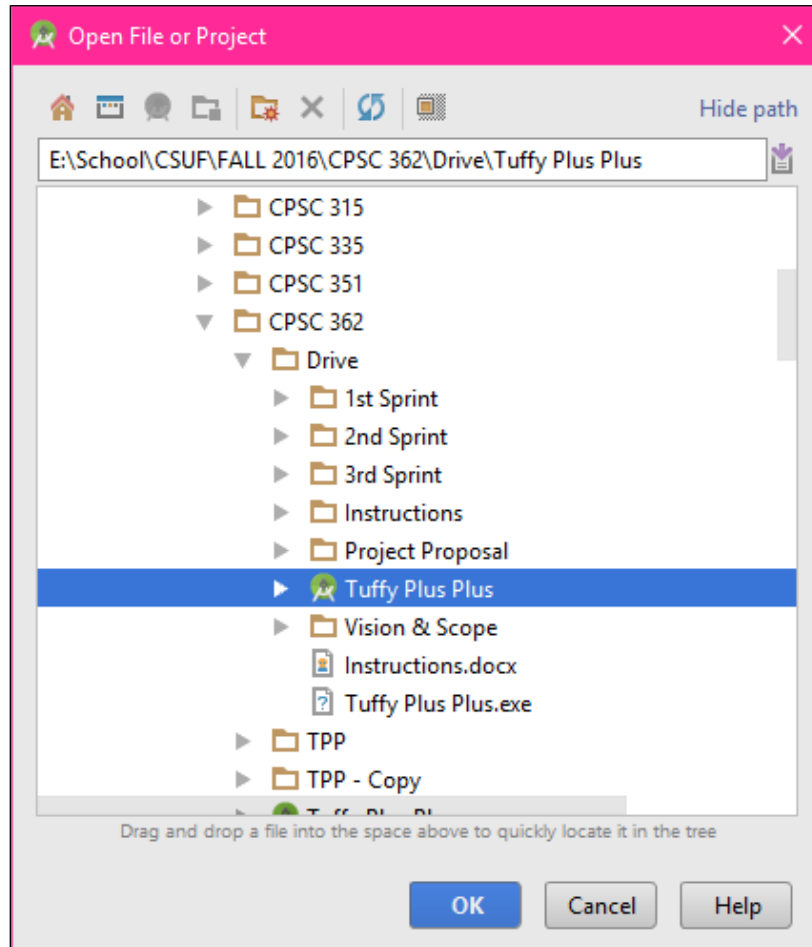
INSTRUCTIONS TO COMPILE SOURCE CODE AND

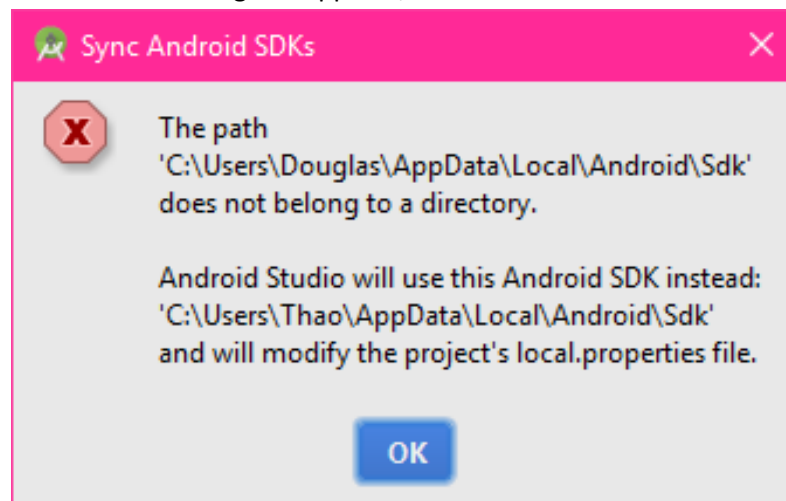**TO BUILD APK FILE (ANDROID EXECUTABLE) OF TUFFY++**

1. A Windows computer, recommended Windows 7 or higher.

2. Internet connection.

3. Android Studio, recommended v. 2.1.0 or higher. Download the latest version here.

4. Java Runtime Environment, recommended v. 1.7 or higher. Download the v.8 here.

5. Follow these steps to compile and build an Android project from our source code:

    a. Open Android Studio

    b. If prompted for updates, run all the recommended updates by Android Studio

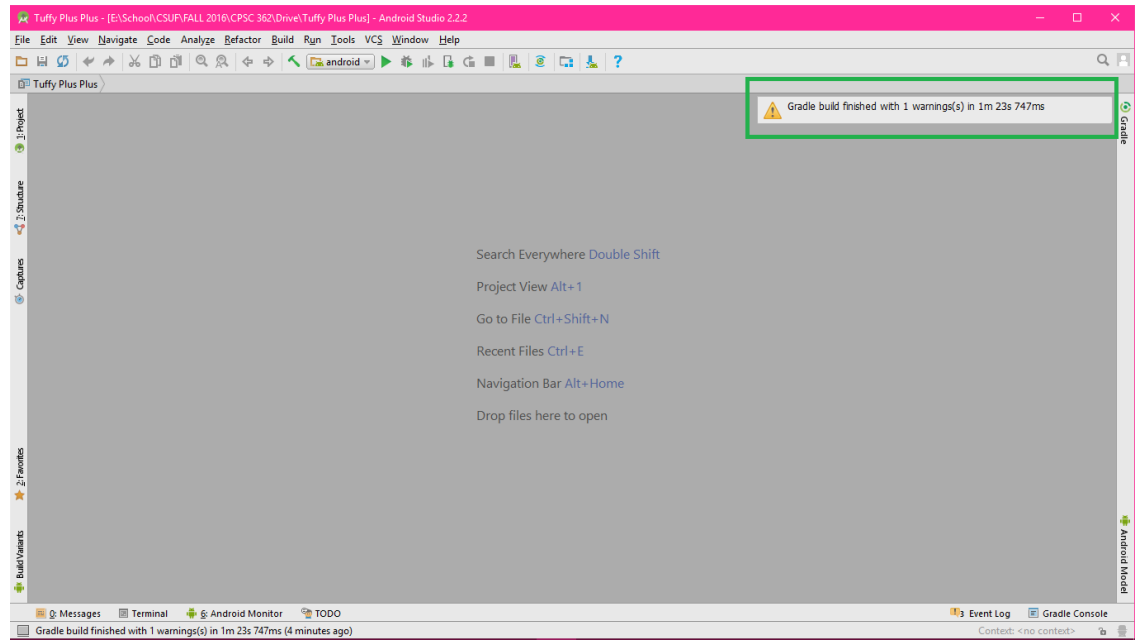   c. On the "Welcome to Android Studio" box, select "Open an existing Android Studio project"

d. Select the path to Tuffy Plus Plus project folder. If loading directly from the USB drive, it should be similar to this path "E:\Source Code\Tuffy Plus Plus", then click OK
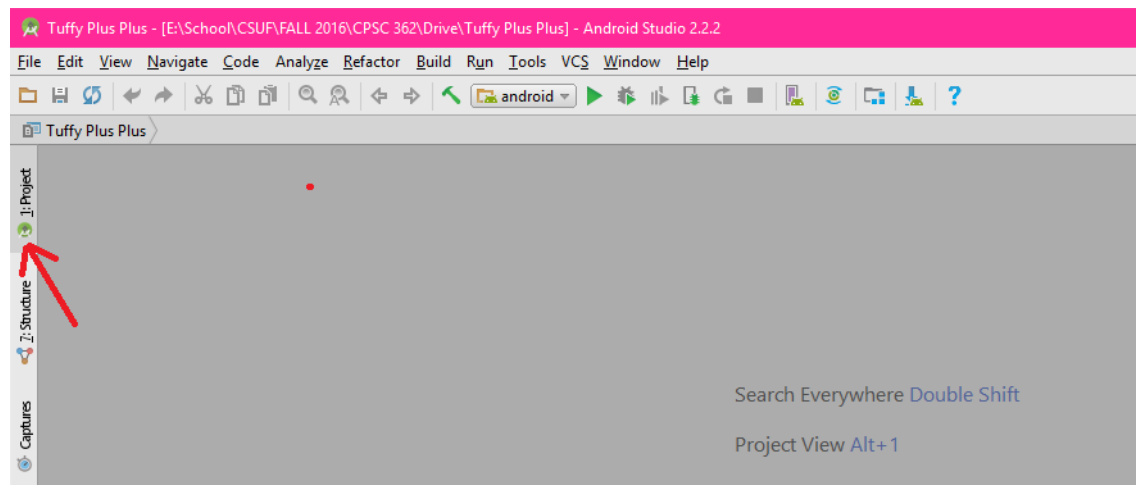

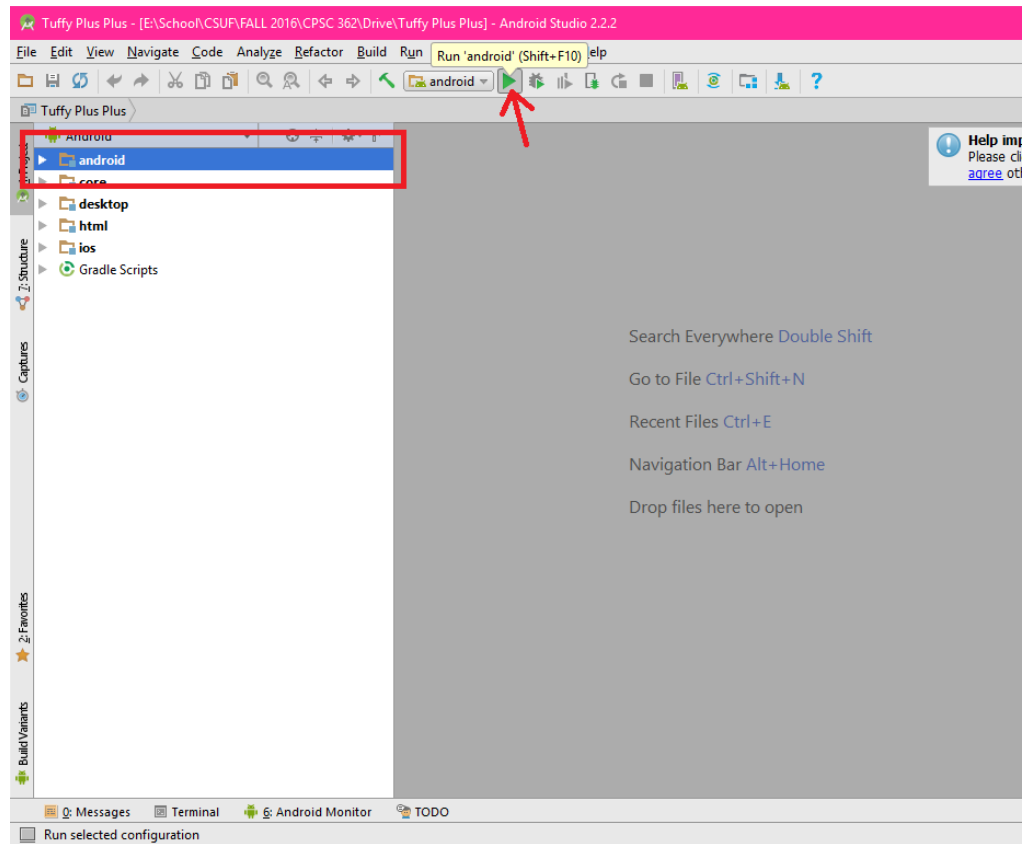
e. If the Sync Android SDKs dialog box appears, select OK.

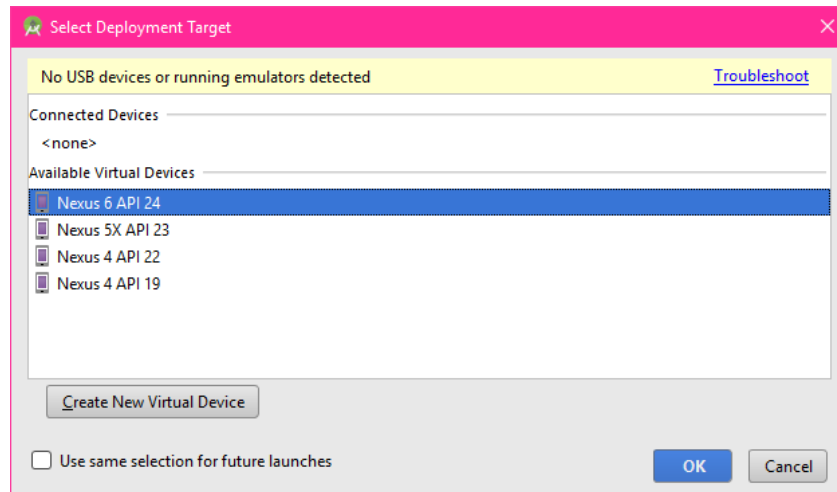f. Wait for Android Studio to finish building gradle project information and fully load the project…

g. Select Project tab on the left:

h. Select android folder, then click Run to compile and build the project.

i. Select a virtual device to run the game on. If no virtual device is available, please select Create New Virtual Device at the bottom and follow the steps to install a new virtual device with API 24 or higher (recommended).

j. After selecting a virtual device, click on OK and wait for the emulator to load…

k. Sit back and enjoy the game!