

User Documentation for MESY

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How to install our game:

To install on Mac:

- In our project we have used a third-party library called SFML. This needs to be installed correctly to run. The files required are already present in our GitHub repository under the “extLib” folder in the project folder.

- SFML can otherwise be downloaded from:

<https://www.sfml-dev.org/download/sfml/2.5.1/>

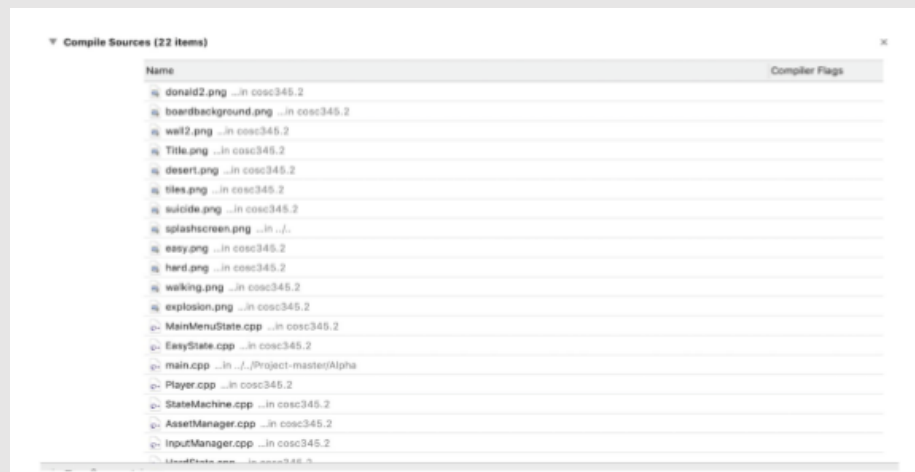
Once downloaded all the SFML files need to be moved into the project root folder.

- For XCode, build phases and build search paths need to be configured for SFML to work. Build phases >> Link binary with Libraries >> all the “.framework” files in both “extLib” and framework folder (there should be 13 in total).

- Under header search paths, the include file in SFML needs to be added, the include file in the SFML file needs to be added



- Under compiled sources (still in build phase) all folders should be present, so it should look like the picture below.



- Link for SFML setup: <https://www.sfml-dev.org/tutorials/2.5/start-osx.php>

How to play our game:

When you have setup our game and pressed 'Run' on Xcode it will open our game for you to play. If you wish to skip the starting screen and narration hit the escape key to take you to the menu. You should find yourself now at the main menu.

To play hit "Save Daughter".

We have included in game instructions that can be found by clicking the how to play button from the main menu. These can be seen below for convenience.



Player: This is you. Your goal is to get the player through the minefield (to the bottom of the screen).

Lives left: The amount of lives left until your player dies. Goes down one when you step on a bomb.



Life boxes: Step on these to gain one life

Common problems:

- If you click a button and it doesn't respond you will need to double click. This is an issue with SFML that we were not able to fix as we didn't have access to the SFML code.
- Many of the problems faced when setting up may come from setting up and linking SFML in Xcode.
 - Go to <https://www.sfml-dev.org/tutorials/2.5/start-osx.php> and make sure you have followed the steps correctly then try running the game again. If the problem persists go to the SFML FAQ page and see if your problem description is found there: <https://www.sfml-dev.org/faq.php>.

If none of these steps fix your problem, please send your issues to our dev team at:

stema419@student.otago.ac.nz

System requirements:

- OS: macOS Mojave or later (recommended experience may vary on earlier OS), 64bit
- RAM: 4GB (recommended for running Xcode, game will use a lot less).
- Xcode: Xcode Version 10.1 or later (experience on older versions is not tested)
- SFML: SFML downloaded and linked as described on this document.