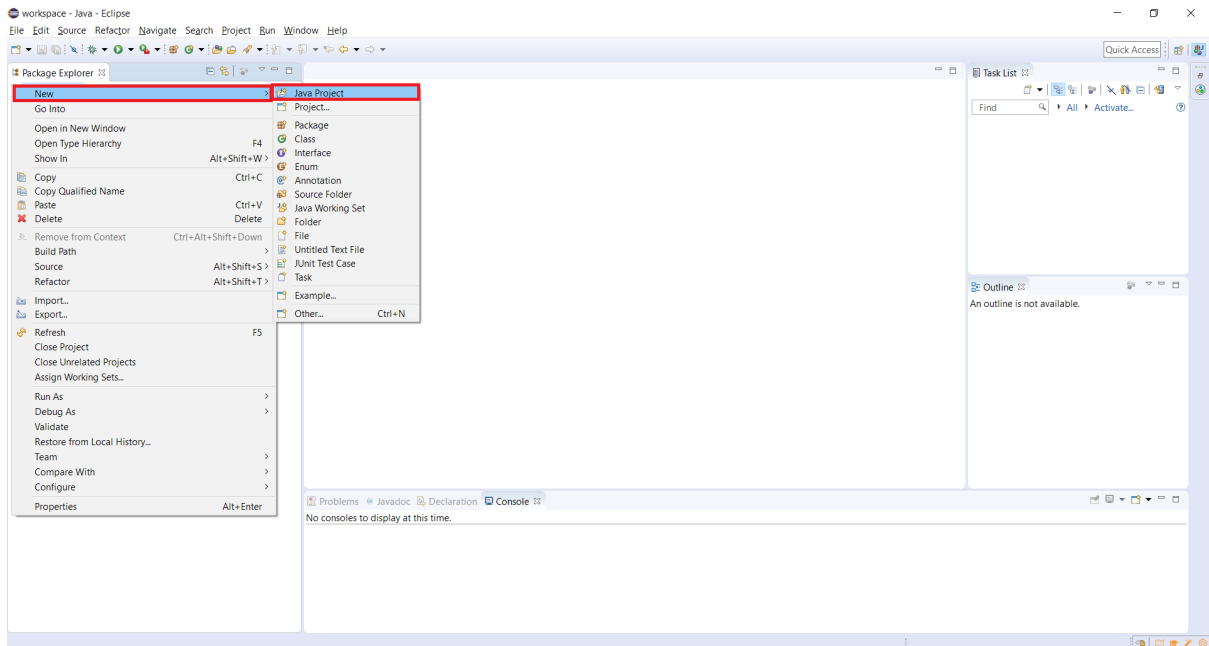# FightingICE Neuroevolution Agent Quickstart Guide

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Installation with Eclipse

1. Firstly, download FightingICENeuroevolution.zip (https://github.com/robbiejdunn/FightingICENeuroevolution) and create a new Java project in Eclipse through right clicking the package explorer then selecting New - Java Project.

2. Select a name for the project e.g. 'FightingICENeuroevolution', and then click finish.

3. Uncompress FightingIceNeuroevolution.zip and then move the files (shown below) to the Eclipse project by either mouse dragging or copy and pasting.

| Name	Date modified	Type	Size
data	21/01/2017 19:57	File folder	
lib	21/01/2017 19:57	File folder	
log	21/01/2017 19:57	File folder	
AIToolKit	26/11/2016 05:12	Executable Jar File	52 KB
FightingICE	26/11/2016 05:12	Executable Jar File	128 KB

4. Expand the Java project in the Package Explorer and ensure that there is a neuroevolution .jar file in the project's data/ai directory.
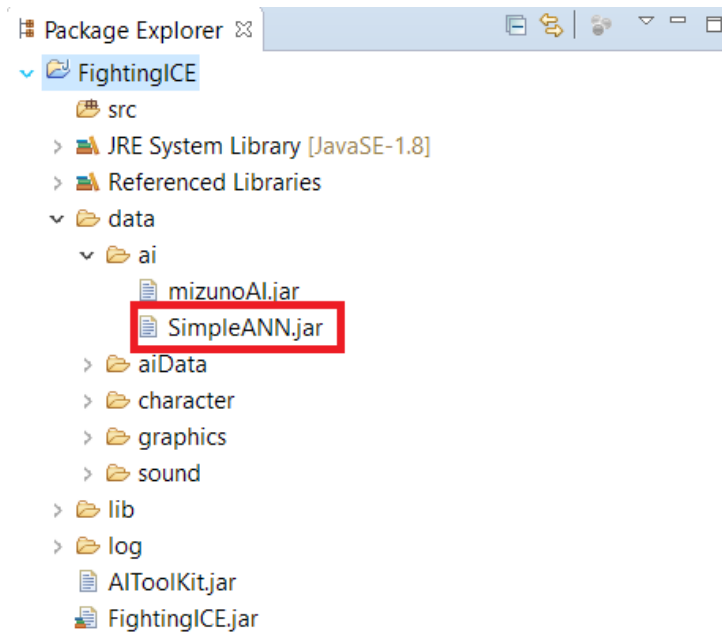

5. Right click the project in Package Explorer and select either Build Path - Configure Build Path or Properties - Java Build Path.
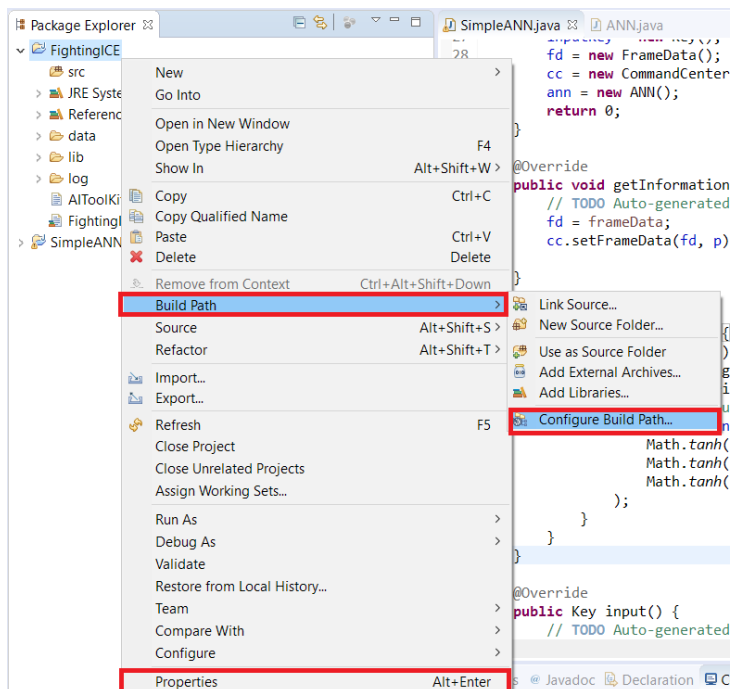
6. With the Java Build Path window open, select the Libraries sub-menu then select Add JARs. Select the following (commons_csv.jar, fileLib.jar, gameLib.jar, javatuples-1.2.jar, jinput.jar, lwjgl_util.jar, lwjgl.jar, FightingICE.jar) and select Ok to add the JARs to the project.
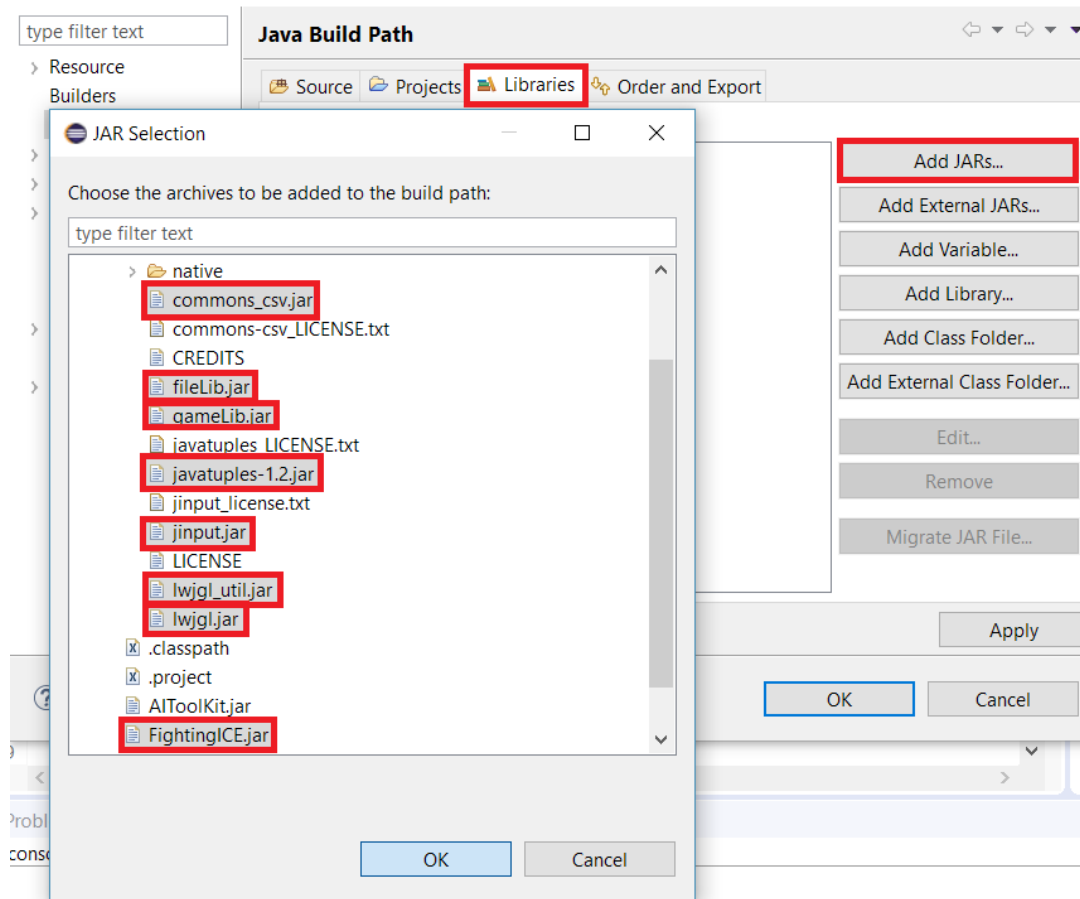
7. Ensure that your window now looks similar to the one below. Expand lwjgl.jar with the small arrow beside it and select Native Library Location then Edit.
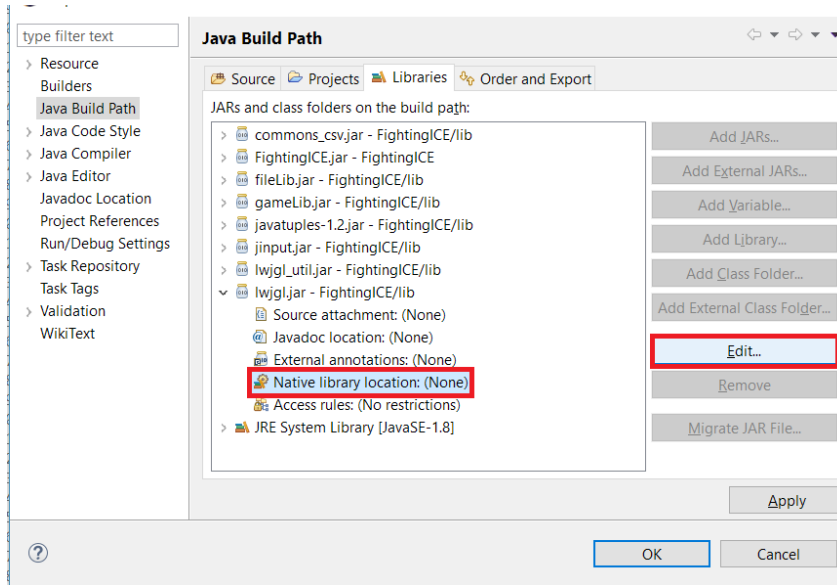

8. Select the Workspace button. Expand the project folder, then the lib folder, and finally the native folder. Select the OS that the program will run on and then select Ok.
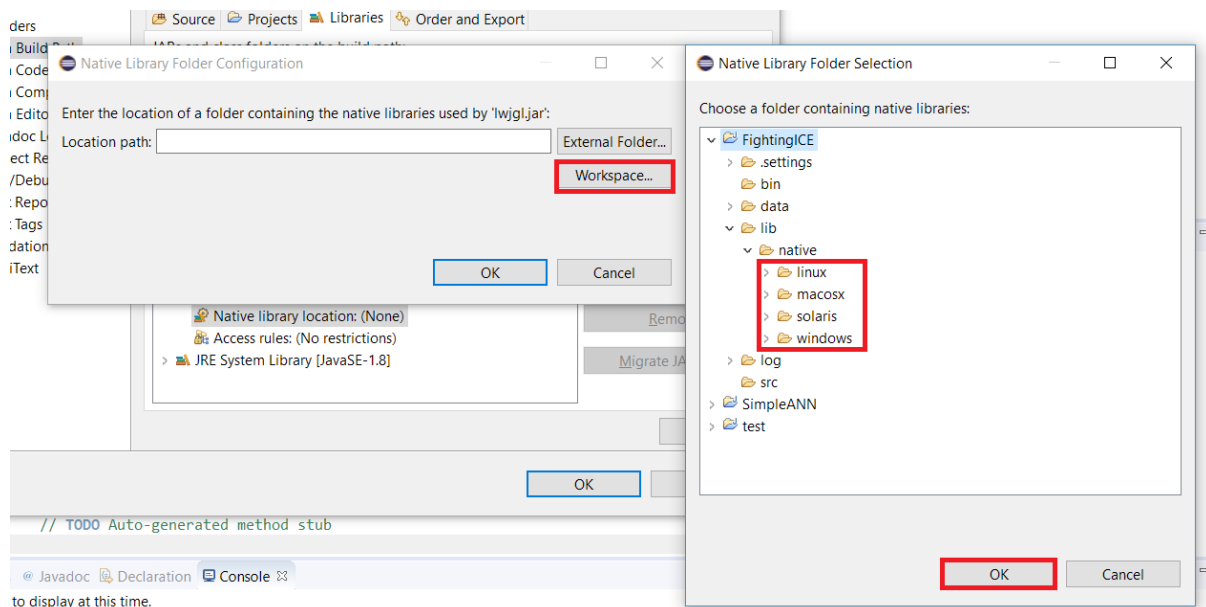
9. Right click on the project and select Run As - Run Configurations.
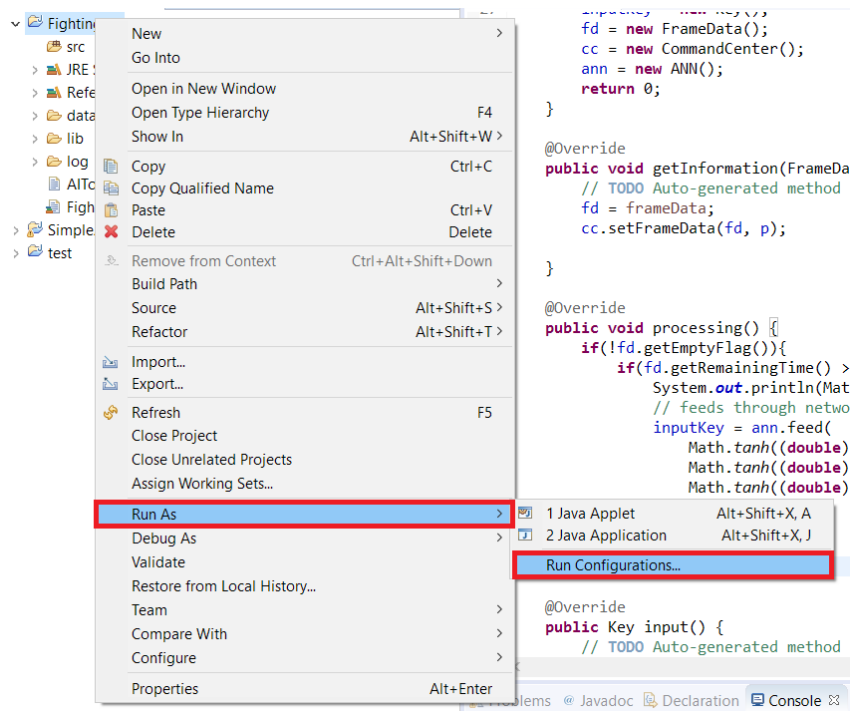
10. Select New_configuration on the left under Java Application and then click the Search button next to the Main Class label. Select Main (default package) and then Ok.
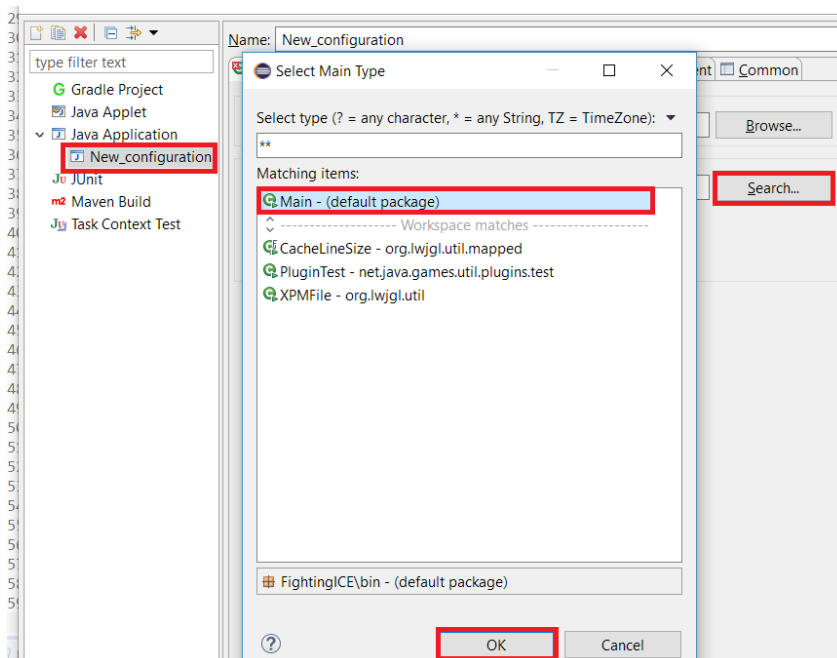
11. The game is now ready to run! Run the program (Ctrl-F11). Navigate the menus with the arrow keys and using the z button to advance. Directional keys move the character and the z, x and c keys execute attacks. More information can be found at the FightingICE website.