**Software specifications**

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| **Chapter number** | **Software required (With version)** | **Free/Proprietary** | **If proprietary, can code testing be performed using a trial version** | **If proprietary, then cost of the software** | **Download links to the software** | **OS required** |
| 1 | Haxe 3.2.0 | Free |  |  | <http://haxe.org/> | Windows, OS X, Linux |
| 1 | OpenFL | Free |  |  | <http://www.openfl.org/> | Windows, OS X, Linux |
| 1 | HaxeFlixel | Free |  |  | <http://haxeflixel.com/> | Windows, OS X, Linux |
| 1 | FlashDevelop | Free |  |  | <http://www.flashdevelop.org/> | Windows |
| 1 | Sublime Text | Proprietary | Yes | USD $70 | <http://www.sublimetext.com/> | Windows, OS X, Linux |
| 1 | Flash Debug Player | Free |  |  | <https://www.adobe.com/support/flashplayer/downloads.html> | Windows, OS X, Linux |
| 1 | Java | Free |  |  | <http://www.oracle.com/technetwork/java/javase/downloads/index.html> | Windows, OS X, Linux |
| 1 | Xcode | Free |  |  | <https://itunes.apple.com/ca/app/xcode/id497799835?mt=12> | OS X |

**Detailed installation steps (software-wise)**

The steps should be listed in a way that it prepares the system environment to be able to test the codes of the book.

All software installation steps are covered in chapter 1 of the book. The first chapter is a guide on setting up the development environment using the tools that have been listed.