

物件導向程式設計實習

Windows 遊戲設計環境安裝說明

一、系統需求

作業系統需求 Windows 10

二、安裝 Visual Studio 2017

a. 下載 Visual Studio 2017 Community，[點我](#)

b. 開啟安裝程式

c. 安裝套件

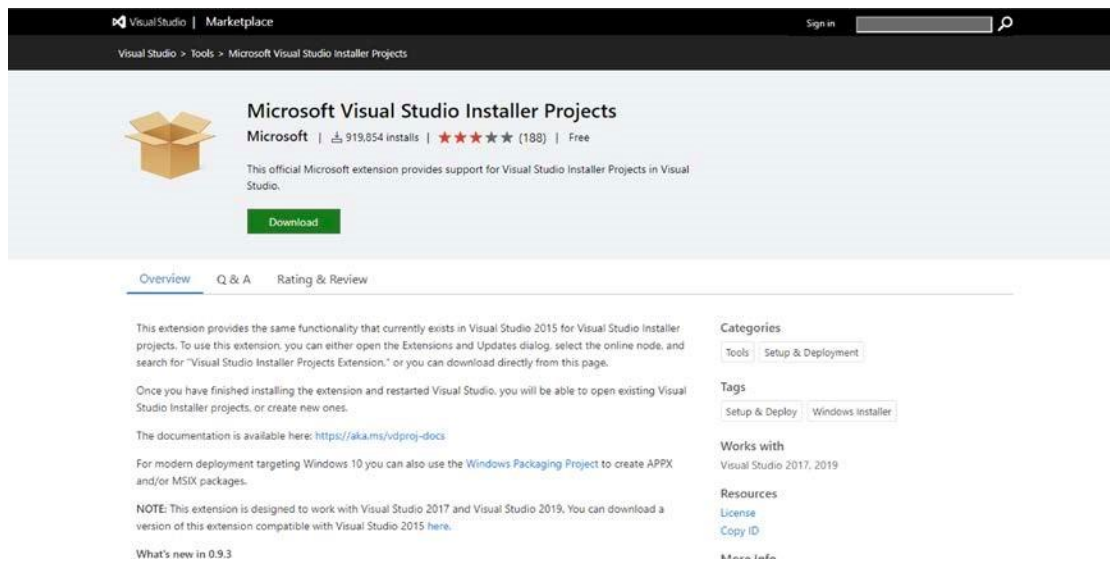
選擇「使用 C++ 的桌面開發」及確認元件「Windows 10 SDK」、「x86 與 x64 版 C++ MFC」



d. 安裝完成後重啟系統

三、安裝 Microsoft Visual Studio Installer Projects

a. 下載插件，[點我](#)

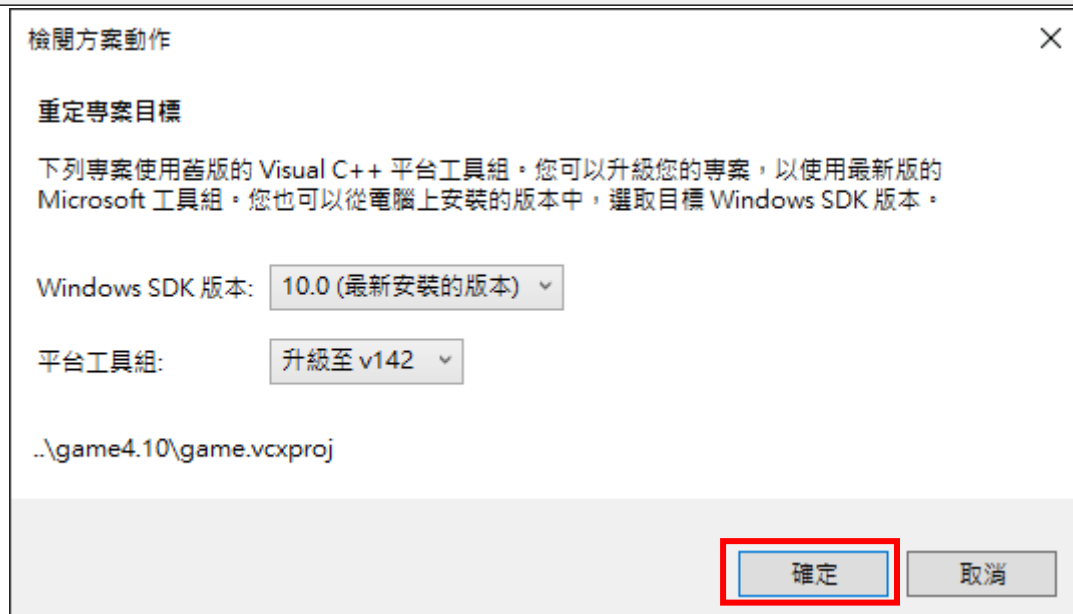


The screenshot shows the Visual Studio Marketplace interface for the 'Microsoft Visual Studio Installer Projects' extension. The header includes the Visual Studio logo, 'Marketplace', a 'Sign in' button, and a search icon. The breadcrumb trail reads 'Visual Studio > Tools > Microsoft Visual Studio Installer Projects'. The main content area features an orange box icon, the extension name 'Microsoft Visual Studio Installer Projects', the publisher 'Microsoft', '919,854 installs', a 5-star rating '(188)', and 'Free'. A description states: 'This official Microsoft extension provides support for Visual Studio Installer Projects in Visual Studio.' A green 'Download' button is present. Below this is a tabbed interface with 'Overview' selected, showing detailed text about the extension's functionality, usage instructions, documentation link (<https://aka.ms/vdproj-docs>), and a note about compatibility with Visual Studio 2017 and 2019. To the right of the main text are sections for 'Categories' (Tools, Setup & Deployment), 'Tags' (Setup & Deploy, Windows installer), 'Works with' (Visual Studio 2017, 2019), and 'Resources' (License, Copy ID).

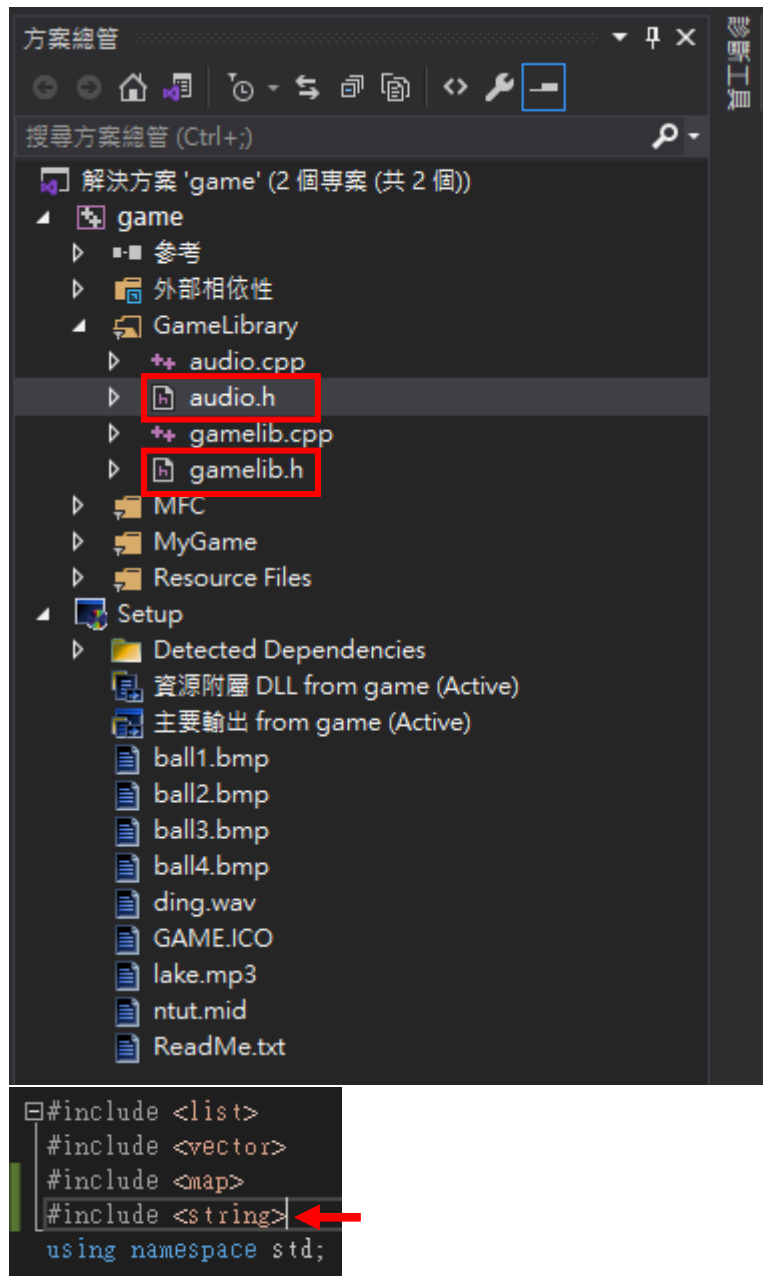
b. 在沒有開啟 Visual Studio 的狀態安裝插件(.vsix)

四、範例程式

- 下載 game4.10.zip [點我](#)
- 解壓縮後開啟 game.sln
- 點擊確定



- d. 此步驟只有使用 Visual Studio 2019 需要做
Visual Studio 2017 不用
在 game->GameLibray->audio.h
跟 game->GameLibray->gamelib.h 之中
加入#include <string>



- e. 編譯並執行

