Compiling Instructions:

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1. With graphics:

A. Visual Studio

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2. Without Graphics:

A. Dev-Cpp

B. Visual Studio

3. Linux(only for ubuntu):

A. With Graphics

B. Without Graphics

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1. A. **Visual Studio**:

a. Run the Pacman.sln file.

b. The gameEngine.cpp file should open.

c. Click on the debug button (or press F5) the game should run normally with the sample AI codes for Players and Ghosts.

d. Your code for the player AI should be put in the playerXX.cpp file which is present in the “pacman” folder.

e. After you do the above mentioned changes go to visual studio project window right-click on pacman, click rebuild. Then click debug button (or press F5), the game should run with the modified code.

f. The “pacman.exe” file must be in the debug folder.

g. Also note that if you put your code in “playerXX.cpp” your code will run for “player2”.

1. B. **Dev-Cpp:**

a. Run the “pacman.dev” file.

b. Click Rebuild All button (or press ctrl+F11) and then click compile and run button(or press ctrl+F9), the game should run normally with sample AI codes for Players and Ghosts.

c. Your code for the player AI should be put in the playerXX.cpp file which is present in the “pacman-dev” folder.

d. After you do the above mentioned changes go to Dev-Cpp project window click Rebuild All button (or press ctrl+F11) and then click compile and run button(or press ctrl+F9), the game should run with the modified code.

e. The “pacman.exe” file must be present in the game folder.

f. Also note that if you put your code in “playerXX.cpp” your code will run for “player2”.

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2. A. **Without Graphics Dev-CPP:**

a. Same as (1. B.) just change the macro ENABLEGUI defined in gameEngine.cpp file at line 25 to 0.

C. Without Graphics Visual Studio:

a. Same as (1. A.) just change the macro ENABLEGUI defined in gameEngine.cpp file at line 25 to 0.

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3. A. With Graphics for Ubuntu Linux:

For Pre-Requisites:

a. Goto System settings-> Snaptic package manager->Settings->Repositories->check "community-maintained Open Source Software(universe)"
b. Close the settings dialog box and return to the “Synaptic package manager”.
c. Click the “Reload” button.
d. After the update process is complete:
   type “sdl” in the search box
   check "libsdl1.2-dev"libsdl-ttf2.0-dev" "libsdl-mixer1.2-dev" and click mark for installation
   also search for g++ and mark it too for installation
e. Now click the "Apply" button.
f. Close the “synaptic package manager” after the installation is complete.

Compiling:

a. Open “Terminal”.
b. Navigate to the “Pacman-linux” folder.
c. Type the following command:
   “g++ -o game/pacman gameEngine.cpp -lSDLmain -lSDL -lSDL_mixer -lSDL_ttf”
   (without the quotes).
d. There will be some warning ignore it.
e. Then type:
   “cd game” followed by “./pacman”
f. The game should run normally.
g. To run your player code, put your code in “playerXX.cpp” file and compile again. The game should run with the modified code.
h. The executable file must be present in the “Pacman-linux/game” folder.
i. Also note that if you put your code in “playerXX.cpp” your code will run for “player2”.

3. B. Without Graphics for Ubuntu Linux:

a. Same as 3. A. change the macro ENABLEGUI defined in gameEngine.cpp file at line 25 to 0.