**A group of white letters and a circle with a black background

Description automatically generated**

**User Manual for:**

Noo Noo’s Adventure

All work Copyright ©2024 by AAA(A)

Written by Zack Cornfield

Version # 1.0

**Saturday, April 13, 2024**

Table of Contents

[Introduction 2](#_Toc163403731)

[Installation 2](#_Toc163403732)

[Configuration 2](#_Toc163403733)

[Running the program 2](#_Toc163403734)

# Introduction

Welcome to the user manual for Noo Noo’s Adventure. This document provides detailed instructions on how to install, configure, and run the program.

# Installation

1. Download or clone the repository from the provided GitHub link.
2. If downloaded, extract the contents of the package to a desired location on your system.
3. Make sure that Visual Studio 2022 is installed on your system with the C++ additions.
4. Open the AAAAGameEngine2 folder.
5. Run the cmake.bat
6. Open the AAAAGameEngine2 folder.
7. Open the build folder.
8. Open AAAGameEngine.sln in Visual Studio 2022.

# Configuration

Before running the program, ensure that your configuration is set correctly:

* Check the project settings in Visual Studio to ensure that all necessary libraries and dependencies are properly linked.

# Running the program

**Visual Studio 2022**

1. In the solution explorer make sure that the project AAAGameEngine is set as startup project by right clicking on the project and selecting “Set as Startup Project.”
2. Build the project by going to “Build” -> “Build AAAGameEngine”
3. Run the project by pressing the green arrow/ctrl + F5/”Start” -> “Debug” -> “Start without debugging”
4. The program should launch and display the main menu/game interface.

**Executable**

1. Navigate to “AAAAEngine/Game”
2. Run the NooNoosAdventure.exe
3. The program should launch and display the main menu/game interface.