**Installation**

1. Download and Install GitHub
2. Download and Install Eclipse
3. Download axohEngine Files
4. Link Everything Together

**GitHub**

1. Navigate to:

mac.github.com – Mac

windows.github.com – Windows

1. Click on the big blue ‘Download’ button in the center of the page.
2. ‘Run’ the downloaded file (Installs GitHub)
3. When the program opens for the first time it will ask for you to log in to GitHub. If you do not have an account, click on the ‘Go to github.com’ link below the text boxes to sign up for one.

**Eclipse IDE**

1. Navigate to [www.eclipse.org/downloads](http://www.eclipse.org/downloads)
2. Click ‘Eclipse IDE for Java Developers’.
3. On the right sidebar, choose your operating system and bit type.
4. Click ‘Download’ or choose a download location (Mirror) to download from, save the file on the computer.
5. Navigate to file location and ‘unzip’ or ‘extract’ the files from the folder. You may need to download a program to accomplish this, a reliable one can be downloaded from:

[www.7-zip.org](http://www.7-zip.org) - Windows

[www.izip.com](http://www.izip.com) - Mac

1. Move the extracted folder to a reliable location, for example: C:\Program Files (x86) for windows.
2. On Windows, right click ‘eclipse.exe’ inside of the extracted eclipse folder and left click ‘create shortcut’ Move this newly created file to the desktop for easy access to the program later. I assume that on a Mac this process is the same, though I do not have a Mac to test this one.

**Engine Files**

1. Navigate to [www.github.com](http://www.github.com)
2. Search the name given to you of the repository location in the search bar at the top of the page.
3. Once on the engine repository page, on the right side, click ‘Clone in Desktop’.
4. Choose a safe location to keep the game engine repository files, also, remember this location. Remember, if the GitHub program is not already installed, do so now, as this step will not work if that has not been accomplished.
5. Navigate to eclipse now, if the ‘Hello tutorial’ window is open, exit out of it. Go to ‘File’ -> ‘Import’
6. Choose ‘git’ -> ‘projects from git’ -> ‘existing local repository’ -> engine files
7. The files from the repository will now appear in a package explorer on the left. All can now be edited here and will be reflected on the GitHub program for synchronizing online later. Synchronizing only happens when you open the GitHub program, choose the repository, and click the sync button.

**Running the Engine – Quick Start Guide**

‘Repository Name’ -> ‘src ‘-> ‘axohEngine2’ -> ‘Judgement.java’

This class contains the main. Now, on the top bar of eclipse, you will find a green circle with a white triangle inside, like a play button. Usually this will automatically run the file, if it does not, the run configuration may not be configured correctly. Make sure that the class path, the project path, and the main class path are all specified correctly and that it is running under a java application.

Running that file will load up the game title screen. From here, use the arrow keys to select either to load a current game or to create a new one, press enter to confirm your selection, or press backspace if you chose wrong and need to back out.

Under ‘new Game’, use the arrow keys or WASD to select a file, then press enter to confirm your choice. The selection arrow should have moved forward slightly if you selected a file which has yet to be used. Now Type in your name and press enter. Press backspace to delete a character, or press backspace when no characters are typed on screen to back out of the file name entry.

Once finished, the game automatically loads. Next time you load up the engine, choose load game and you will see your file name appears there, select it to resume where you left off. Once in game, use the arrow keys or WASD to move around, press space bar to take out your weapon, left click to attack, or press ‘i’ to go to your inventory to save your game or check out your newly acquired items. Chests can be interacted with by pushing in to them from the front and pressing ‘F’.