

We used JDK 20 to compile and build the JAR file.

Our game board was developed using JavaFX and this will need to be installed on any machine to run the jar we have submitted.

To run, implement the following on the command line of your device

“file path for the version of Java on your device” --module-path

“file path for the JavaFX libraries on your device” --add-modules

javafx.controls,javafx.fxml,javafx.base,javafx.web --add-exports

javafx.graphics/com.sun.javafx.sg.prism=ALL-UNNAMED -Dfile.encoding=windows-1252 -
Dsun.stdout.encoding=windows-1252 -Dsun.stderr.encoding=windows-1252 -jar

“file path for the Jar file you will be compiling/building into”

An example of how this might look when on the command line:

C:\Users\user\jdk\openjdk-20.0.2\bin\java.exe --module-path

C:\Users\user\IdeaProjects\javafx-sdk-21.0.2\lib --add-modules

javafx.controls,javafx.fxml,javafx.base,javafx.web --add-exports

javafx.graphics/com.sun.javafx.sg.prism=ALL-UNNAMED -Dfile.encoding=windows-1252 -
Dsun.stdout.encoding=windows-1252 -Dsun.stderr.encoding=windows-1252 -jar

C:\Users\user\IdeaProjects\funFX\src\main\resources\funFX.jar