Tank Wars

Project Installation and Setup

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Installing Tank Wars with Eclipse

The following outline documents the installation procedure:

You may choose and IDE to organize the Code or you may use the terminal window like you learned in CSC 111. We suggest using Eclipse which is a free IDE and works well with this project.

1. Download and Install the Eclipse IDE for Java EE Developers <http://www.eclipse.org/downloads/>. Detailed installation instructions are available on the Eclipse website or by “Googling”.

These instructions may be outdated since Eclipse may be a new version as it was for us.

1. Import Tank Wars into Eclipse.
   1. Unzip **Tank Wars.zip** to a folder
   2. In Eclipse Go to File > New > Other > Java Project
   3. Uncheck Use default location.
   4. Click Browse and select the “Code Repository” folder.
   5. Click Finish.
   6. Click green play arrow to run and use game.java
   7. If it asks: have it run as an Application.
2. Troubleshooting
   1. No Main Class Definition Found
      1. Be sure to select Game.java in the Run options
      2. If you get this later on in the project re-download.

SVN Usage

THIS IS A VERY IMPORTANT SECTION

SVN stands for Subversion and is a file repository system that manages file changes and allows multiple users to access a file at once. If two people make changes to the same file at the same time, the SVN will merge the two. If there are conflicts, the user is given a chance to maintain code without disturbing integrity.

Now this will take time, but it will make coding much easier if this is taken care of before you start coding. It’s not necessary, but highly recommended!

Subversion also allows the benefit of logging changes and makes reverting back to previous versions, should an irreparable bug or the accidental deletion of files occur, a breeze.

REMEMBER: The SVN only works well if people consistently UPDATE their code and retrieve the latest changeset from the repository. Each time someone works on the code they MUST get the most recent update, otherwise there could be numerous conflicts resulting in the inability to commit changes.

Also, it is VERY important while working with an SVN to commit your working code OFTEN. This way there will be minimal conflicts.

SVN Setup

First, you must install the latest version of the SVN you choose, whether Subclipse, Subversive, or TortoiseSVN. Here is a link provided by a previous group for TortoiseSVN, [Download](http://tortoisesvn.net/downloads.html)

I would also suggest looking into Subclipse for Eclipse, although it might not work for mac clients.

It’s also necessary to keep your central SVN repository somewhere. Dropbox can be used for this purpose, but there are many options.

To commit, right click on file or folder and then go to Team > Commit OR “SVN Commit.” NEED TO COMMIT! Once you have committed other users may use a login and password if you invited them to the code repository and may checkout the code to their computer.

Once one person has committed the Tank Wars folder, everyone else can use the code repository link and check out the code.

Definitions: Checkout- downloads all the code on the repository, use this for first time and overwriting your code if you’ve made a mess.

Update – updates individual classes and files that are out of date.

Commit - makes your modified code the most up-to-date code.