

## DIMEY

This is a prototype of the open-world, single player game Dimey. The description of Dimey is to be found in the Report file.

The prototype contains of three-level world, which can be explored by a yellow pixel.

### Run

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Dimey requires latest Java Runtime Environment to be installed.

Get JRE here: <https://java.com/en/download/>

To play the game, simply run Dimey.jar file.

### Build source code

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Dimey uses libGDX framework. Therefore it is necessary to set up your Development Environment so it can support libGDX projects.

Detailed instructions: [https://github.com/libgdx/libgdx/wiki/Setting-up-your-Development-Environment-\(Eclipse,-IntelliJ-IDEA,-NetBeans\)](https://github.com/libgdx/libgdx/wiki/Setting-up-your-Development-Environment-(Eclipse,-IntelliJ-IDEA,-NetBeans)).

After the set-up, run gdx-setup.jar and generate a desktop project (you can find help here: <https://github.com/libgdx/libgdx/wiki/Project-Setup-Gradle>).

Then, copy the files accordingly to the following scheme:

assets      —> your\_libGDX\_project\_name/core/assets

game        —> your\_libGDX\_project\_name/core/src/com/mygdx/game

desktop     —> your\_libGDX\_project\_name/desktop/src/com/mygdx/game/desktop

Refresh the project. Now you are able to build and edit the source code using your IDE.

\*\*\*For IntelliJ users:

There is some problem with loading Icons while building the program in IntelliJ.

Please comment out the following lines in DesktopLauncher.java :

```
config.addIcon("icon16x16.png", FileType.Classpath);
config.addIcon("icon32x32.png", FileType.Classpath);
config.addIcon("icon128x128.png", FileType.Classpath);
```

### Documentation

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Look dimey\_javadoc.