

## Dragonfly Digitized Game File Instructions:

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### *IOS app version:*

- **DragonflySwiftSourceCode.swift** - IOS version source code, written in swift 4
  - Created using sublime text
  - No user interface is implemented in this file
  - Code is completely finished, functional, almost entirely accurate to the game rules
  - Movement rules need to be updated
- **DragonFly Final.zip** - IOS version app code, written in swift 4
  - Game version with GUI functionality
  - Currently incomplete, many bugs, rules inaccurate

### *Instruction for running Dragonfly for iOS:*

1. Use a Mac computer.
2. Install Xcode on Mac
3. Log into the Xcode with Free Apple Developer Account or paid Apple Developer Account
4. Change the bundle identifier of the app in Target Tab.
5. Build and run.

### *Android app version:*

- **DragonflyAndroid.zip** - Android version code, written in Java
  - Created in Android Studio
  - User interface currently functional
  - Game rules all accurate
  - Few bugs
- **APP-RELEASE.apk (In the zip file)**-APK file of the app
  - Full version of the app
  - Can be downloaded directly to an android phone
  - Also can be deployed on the Play store

### *Instruction for running Dragonfly for Android (source code):*

1. Use a Windows computer.
2. Unzip the file
3. Download Android Studio.
4. Load the project file into Android Studio.
5. Connect an Android device to the computer via USB cable.
6. To run the app, follow the instructions on Android Studio for setting up an emulator
7. Build and run.

### *Instruction for running Dragonfly for Android (APK):*

1. Connect an Android phone to a computer
2. Copy the APK file to the Downloads folder on the phone
3. Locate the APK file with the phone's file manager
4. Tap and install the APK file
5. Run the app by tapping the icon

### *Windows PC version:*

- **DragonflyJavaPCSourceCode** - PC version source code
  - Created in IntelliJ
  - No user interface is currently implemented
  - Code is nearly done, needs to be updated to correspond with a few game rules
  - No GUI implemented

### *Instruction for running Dragonfly for Windows:*

1. Use a Windows computer.
2. Download and install IntelliJ.
3. Load the project file into IntelliJ.
4. Run from "GameBoard.java" in the IntelliJ editor.