

CIS 29 - Group Project
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Compilation Instructions

Windows 10 Pro (Version 1903) on Code::Blocks (Compiler: GNU GCC)

- 1) Download and Install SFML
- 2) Create a new SFML Project
 - a) Create a Project
 - b) Navigate to: Project -> Build Options
 - c) Click Global project name on the left-hand menu
 - d) Select "Search Directories" tab
 - e) Select "Compiler" tab
 - f) Click "Add" and choose the "include" folder of SFML. Add without keeping relative paths
 - g) Under same "Search Directories" tab, select "Linker" tab
 - h) Click "Add" and choose the "lib" folder of SFML. Add without keeping relative paths
 - i) Click the "Linker Settings" tab
 - j) Click "Add" to add each of the following, in this order:
 - "sfml-audio"
 - "sfml-graphics"
 - "sfml-window"
 - "sfml-system"
- 3) Add "main.cpp"
 - a) Right click Project and click "add files"
 - b) Navigate to: CIS29_GroupProject -> apps -> BomberBot -> src
 - c) Choose "main.cpp"
- 4) Navigate to: Properties -> Project Build Options -> Search Directories -> Compiler
- 5) Click "Add" and navigate to: CIS29_GroupProject -> libs -> BomberBot
- 6) Choose "include" folder
- 7) Under same "Search Directories" tab, select "Linker" tab
- 8) Click "Add" and navigate to: CIS29_GroupProject -> lib
- 9) Choose "libBomberBot.a"
- 10) Click the "Linker Settings" tab
- 11) Click "Add" and type in "libBomberBot.a"
- 12) Navigate to: Properties -> Project Build Targets -> Output filename
- 13) Select "..." button to change the field and navigate to: CIS29_GroupProject
- 14) Select the "bin" folder
- 15) Still in Project Build Targets, find "Execution working dir"
- 16) Select "..." button to change and navigate to: CIS29_GroupProject -> apps -> BomberBot
- 17) Select the "Resources" folder
- 18) Click "Ok" to all changed settings
- 19) To Compile click "Build" or "Build and Run"

Mac OS Catalina (Version 10.15.3) on Xcode (Compiler: Apple LLVM)

- 1) Download and Install SFML
- 2) Create a new SFML Project
 - a) Create a new Project and choose SFML App
- 3) Add "main.cpp"
 - a) Right click Project and click "add files"
 - b) Navigate to: CIS29_GroupProject -> apps -> BomberBot -> src
 - c) Choose "main.cpp"
- 4) Click the Project name, then click the "Build Settings" tab
- 5) Under "Linking", find "Other Linker Flags"
- 6) Add "-lBomberBotMac" to this list
- 7) Under "Search Paths" find "Library Search Paths"
- 8) Add to this list the entire path to: CIS29_GroupProject -> lib
- 9) Also under "Search Paths" find "User Header Search Paths"
- 10) Add to this list the entire path to: CIS29_GroupProject->libs->BomberBot->include
- 11) Click the Project name, then click the "Build Phases" tab
- 12) Remove "Run Script" from Build Phases
- 13) From the menu, navigate to: Product -> Scheme -> Edit Scheme
- 14) Click "Run" on the left, then the "Options" tab
- 15) Under "Working Directory" click the box for "Use Custom working directory"
- 16) Click the button to choose a directory and navigate to: CIS29_GroupProject -> apps
-> BomberBot
- 17) Select the "Resources" folder
- 18) Click "Close"
- 19) Navigate to: File -> Project Settings
- 20) Click "Advanced"
- 21) Click "Custom" and change drop-down menu to "Absolute"
- 22) Click the button to change the location of "Products"
- 23) Find and select: CIS29_GroupProject -> bin
- 24) Click "Done", then "Done" again
- 25) To Compile click "Build" or "Build and Run"