

Knights Guard

Build Instructions

COP4331C, Fall, 2014

Team Name: Group 1

Team Members:

- Megan Postava
- Katie Jurek
- David Moore
- Miguel Corona
- William Adkins
- Jonathan Bennett

Modification history:

Version	Date	Who	Comment
v0.0	10/29/14	Jonathan Bennett	Imported template, filled out Team Members and header.
v0.1	11/19/2014	Megan Postava	Began the Materials Required and Installation Instructions sections.
v0.1.1	11/22/2014	William Adkins	Minor change to Hardware Requirements section.
v0.2	11/22/2014	William Adkins	Finished Hardware Requirements, Software Requirements, Installation Instructions, and Build Instructions sections.
v1.0	11/24/2014	Jonathan Bennett	Added "Alternative Run Instructions".

Contents of this Document

Materials Required

- System Requirements, Hardware Requirements, Software Requirements

Installation Instructions

Alternative Run Instructions

Build Instructions

Materials Required

System Requirements

- **Developer Environment**
 - GameMaker Studio v1.3: <http://www.yoyogames.com/studio>
- **Main Application**
 - Windows 7 (or later) operating system

Hardware Requirements

- A personal computer with speakers or headphones
- A keyboard
- A mouse
- An internet connection

Software Requirements

- An internet browser

Installation Instructions

1. Download the Knights Guard install file from the website:
<http://cs.ucf.edu/courses/cop4331/fall2014/cop4331-1/>
2. Navigate to the directory where you saved the install file.
3. Execute the install file by double clicking the file.
4. Accept the Terms and Conditions.
5. Choose the directory where you would like to install the game.
6. Click the "Next" button.
7. The game will then install.
8. When it is finished you can:
 - a. Run the game directly from the wizard.
 - b. Navigate to the directory you chose and double-click on the KnightsGuard.exe file.
9. Optional - You may create a shortcut and save it to a more convenient location like your Desktop.

Alternative Run Instructions (for self-executable game)

1. Download the self-executable version of the game from the website:
<http://cs.ucf.edu/courses/cop4331/fall2014/cop4331-1/>
2. When the download is finished, navigate to the download directory and double-click on the KnightsGuard.exe file.
3. The game will run without requiring an installation.
4. Note: If the game resolution appears too big, quit the game. Right-click on the .exe file, go to Properties, go to Compatibility, and click "Disable scaling on high DPI devices." Then run the game again.

Build Instructions

1. Download the Knights Guard GameMaker project from the website:
<http://cs.ucf.edu/courses/cop4331/fall2014/cop4331-1/>
2. Navigate to the directory where you saved the project folder.
3. Open the Knights Guard Project folder.
4. Double click on the file called "KnightsGuard.project.gmx".
5. GameMaker Studio will open.
6. Inside the GameMaker Window, click File from the top menu.
7. Inside the File menu click "Create Application".
8. A save file window will pop up.
9. Choose the directory where you would like to save the file.
10. Choose the name you would like to save the file as.
11. Click the "Save" button.
12. Navigate to the directory where you chose to save the file.
13. Confirm the file was created (this may take some time depending on your system).
14. Follow the instructions for installing Knights Guard (skipping steps 1 and 2).