Project 4 Mobile device first person shooter

Build Instructions

COP 4331, Fall 2014, 2014

Modification history:

| Version	Date	Who	Comment
v1.0	11/22/14	Zachary Duckett	Installation instructions
V1.1	11/23/14	Zachary Duckett	Added screenshots
V1.2	11/25/14	Alexander Mena	Added sceenshots
V1.3	11/25/14	Raymond Cload	Added build instructions and screenshot

Team Name: Group 7

Team Members:

- Jonathan Coole

- Alexander Mena

- Michael Chisolm

- Raymond Cload

- Zachary Duckett

- Seiji Uchiyama

Build Process:

- Extract UDK environment files provided on our site.
- Within the extracted directory, go into the 'Binaries' folder.
- Run the 'UnrealFrontend' executable file, this may need to be run as Administrator.
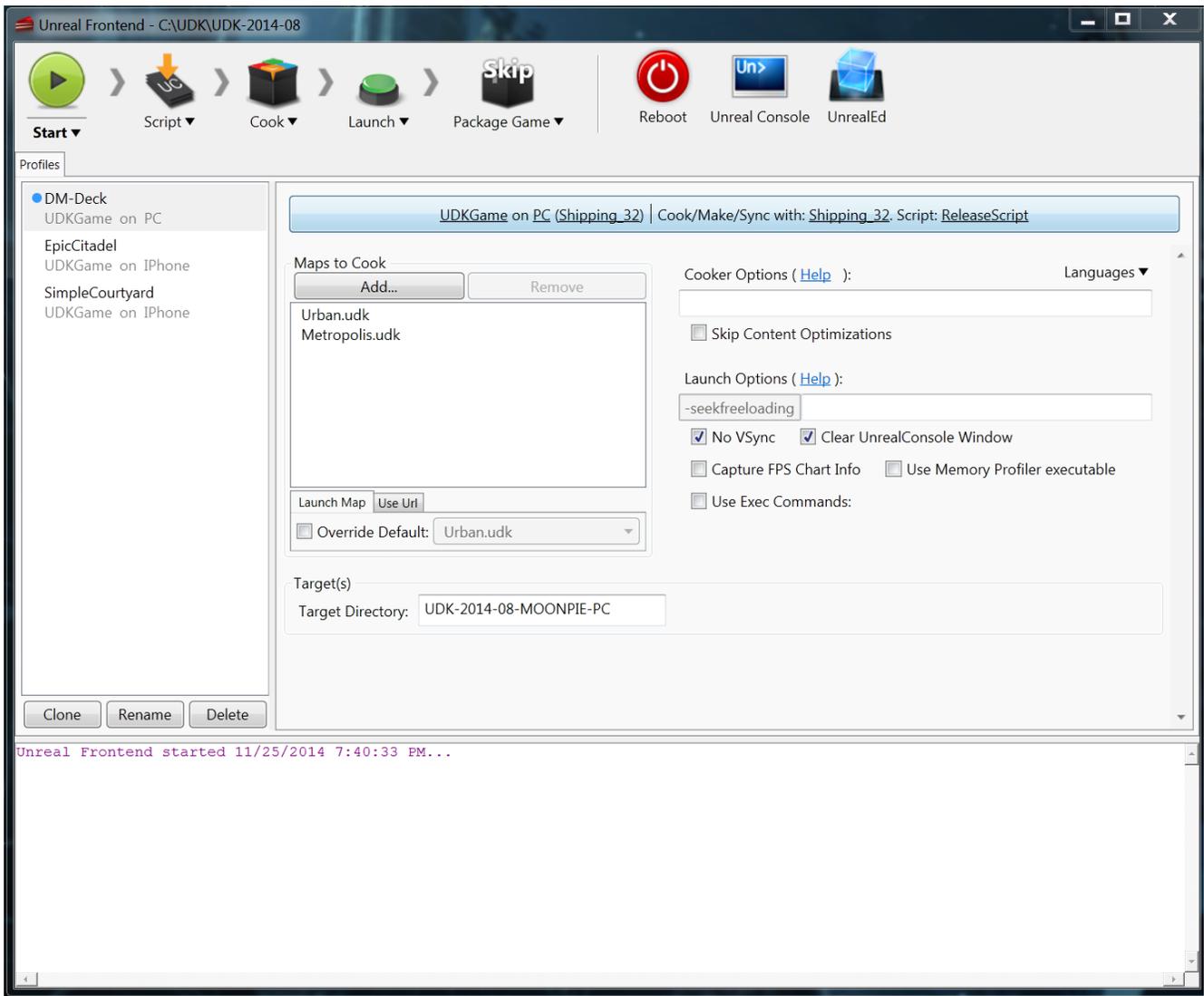
- Click 'Cook' and select 'Clean and Full Recook' from the context menu.

- Once it is finished Cooking, select 'Package Game' and select 'Package Game' from the context menu.

- Once complete, the path to the built executable will be listed at the bottom of the output window.

Installation:

- Download and run executable provided on our site.

- Choose location to install files if you want to use something other than the default.
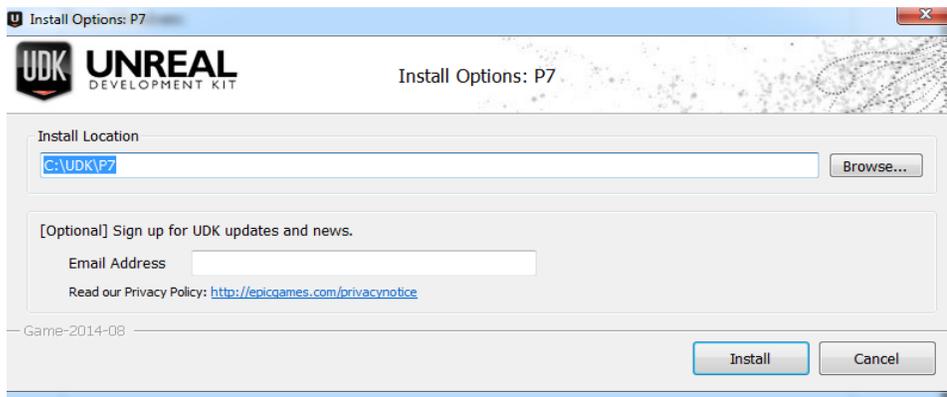
- Once installation is complete launch the game to begin playing.