

TREASURE HUNT

COMPILATION & INSTALLATION MANUAL

1. COMPILATION DEPENDENCIES

Treasure Hunt was developed and compiled on Microsoft Visual Studio .NET 2003. Delta3D is a dependency via compilation. Although being compatible with both Delta3D v1.3 and Delta3D v1.4, it is recommended to use the version 1.4 for the sake of stability.

2. COMPILATION PROCESS

Compilation process should take place on Microsoft Visual Studio .NET 2003. Being a dependency, Delta3D should be installed on the computer. Treasure Hunt was developed using version 1.4 but it is compatible with v1.3 too.

Delta3D can be downloaded from Downloads section of the official site <http://www.delta3d.org> and, should be installed according to the installation manual under the Docs section of the site to satisfy the external dependencies.

3. INSTALLATION

Treasure Hunt comes with a package involving two installation programs: The server installer, and the client installer. Treasure Hunt client installer consists of an installer file named as “client_setup”. This installer bundles the main files to provide user a simple installation process. The installer works on Microsoft Windows XP, and Microsoft Windows Vista operating systems.

Running the client installer creates a folder named “TreasureHunt” under “Program Files”, and extracts the generated files into that folder at first step.

Those extracted files involve mainly the graphics files, sound files, and data files.

The graphics files consist of the maps, textures, graphical user interface components, object and character meshes.

The sound files consist of the soundtracks of the game together with the sounds used when interactions occur.

The data files consist of the puzzles used throughout the game and some necessary .dll files derived from dependencies. An executable to launch the game together with the uninstaller is also located in this directory.

The second step takes place by creating a folder named as TreasureHunt under “Documents and Settings->CurrentUser->Start Menu->Programs” folder, and locates two shortcuts. One linked to the executable to launch the game, and the other linked to uninstaller to remove the game from the system. They can be reached by: Start->All Programs->TreasureHunt.

The second installer is the installer named as server_setup.

Double clicking this creates an executable under a folder named “TreasureHunt_Server” in the “Program Files” directory. And a shortcut is added to the programs folder in start menu in the same way as the client program installation.

The server launches by just running the executable generated by the installation program.

Each installation process ends up by informing user when the installation is completed.