Ceng492 Graduation Project

The Bride Project

Installation Manual

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INSTALLATION MANUAL

In the information below, I will explain the installation properties of our adventure game "The Bride". I divided the information into two parts.

- **Installation Howto:** This part is about the way of installing our game. We intended to have only one file which is the setup file in our installation cd. We did this by combining all of the related files in a single setup structure. Therefore, the game will be installed by only running that setup executable file. After running, a page that gives a general warning about the installation process occurs. After passing that warning, a browser is encountered for the location. It can be choosen any drive and folder to install the game from that browser. It can also be seen an option that gives the information about the space availablity of the disks. When the user selects and accepts the location for the setup, again a warning occurs giving a message about the ready-state of the installer. After accepting this, file-copying process starts. The installer warns the user by indicating the end of the process after finishing the setup. This was a normal setup. But what happens if the user tries to run the installer although the game was installed before? The installer gives two options. One of them is repairing the game, the other one is removing the game. If the user selects the repairing option, the installer directly starts copying the files to the specified position selected in the first setup. Otherwise, the installer starts to remove the files and shortcuts that are copied during the setup. The process is finished with a message in both cases.

- **Installation Structure:** This part is about the installation structure of the game. More specifically, general logic of the installer will be explained. We decided to seperate the jobs into different folders for installation. The dynamic link libraries are put into the system library of the operating system by the installer. All of the application files needed for the execution of the game are put into the folder selected by the user with a specific folder structure. Lastly, a file shortcut for launching the game is located on the desktop and another directory shortcut including the shortcuts like game launch and readme is located in the start menu of the operating system. As a result of these, all of these particles except the dynamic link libraries are deleted after selecting the removing option of the installer.