

Begin programming:
Build your first mobile game



Guide to setting up the IDE

This installation guide document is not a substitute but a complementary resource for the videos provided in the course.

Please note that this is a working document and that errors may remain.

There are a lot of things that are discussed in the videos that are not discussed here. We highly recommend you viewing the videos to understand the process fully. The setting up process is similar for all the Operating Systems we support. We have used illustrations from a Windows environment.

Unzip the downloaded game framework

Unzip (extract/uncompress) the downloaded game framework bundle. We extract it to the desktop for easy access. The steps that you will have to follow to unzip will differ according to your operating system.

Windows: The video shows how to unzip in Windows. This [blog post](#) too shows how to unzip in a Windows environment using 7-Zip free software.

Ubuntu Linux: Unzipping files on newer versions of Ubuntu is very similar to that of Windows. This [video](#) shows how to unzip on Ubuntu.

Mac (OSX): This [video](#) shows how to unzip in OSX.

1. Open Android Studio:

Open up Android Studio software.



Figure 1. Opening Android Studio

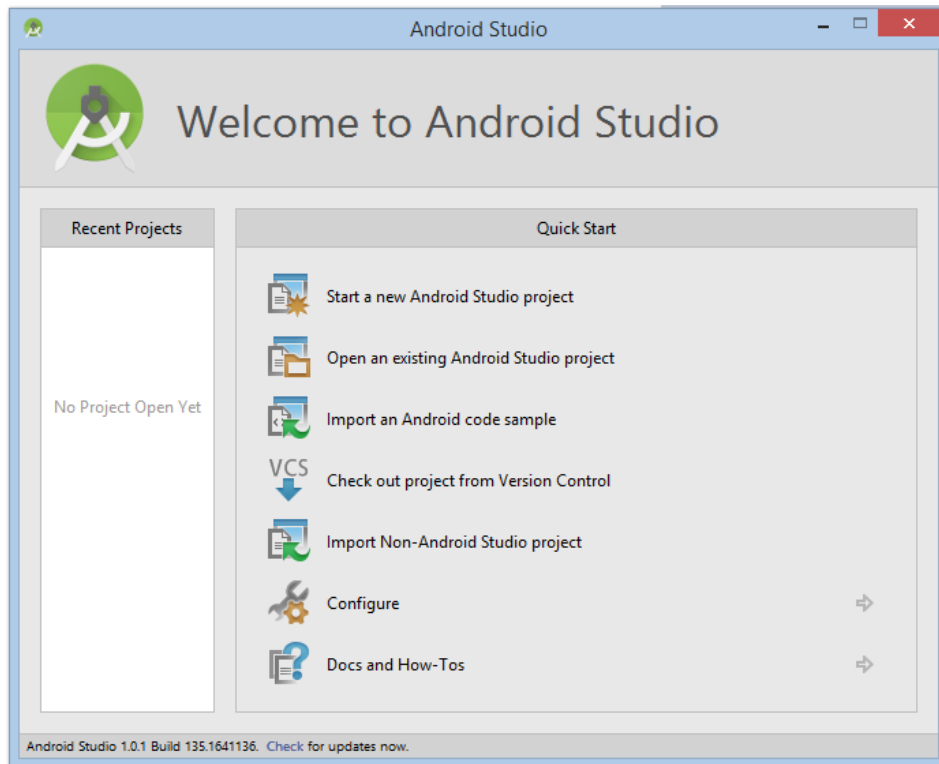


Figure 2. Android Studio welcome

Notes:

- If you do not get this Welcome dialog use **File > Open** to open an existing project.
- Newer versions of the Gradle plugin may require newer versions of Studio to enable the new features in the IDE. If you are presented with a message 'Version X.X.X of the Android Gradle plug-in requires Gradle Y.Y.Y or newer. A local Gradle distribution was not found, or was not properly set in the IDE. Would you like your project to use the Gradle wrapper instead?' Click 'OK' to proceed.

2. Get the game framework into Android Studio:

Select 'Open an existing Android Studio project'.

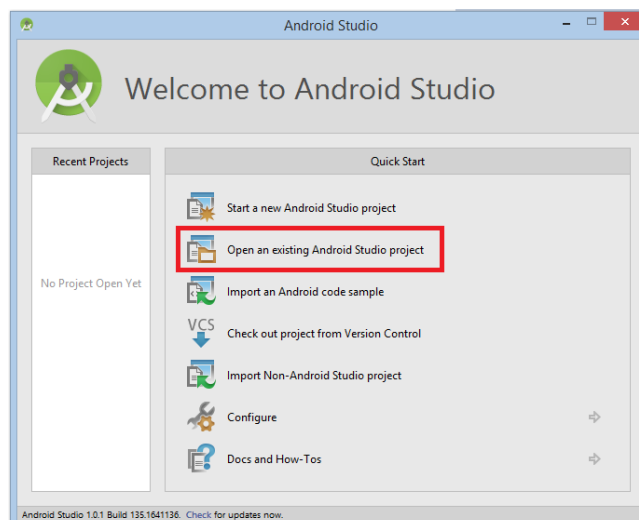


Figure 3. Select 'Open an existing Android Studio Project'

Now you need to point to the downloaded and unzipped workspace and click 'OK' (see Figure 4).

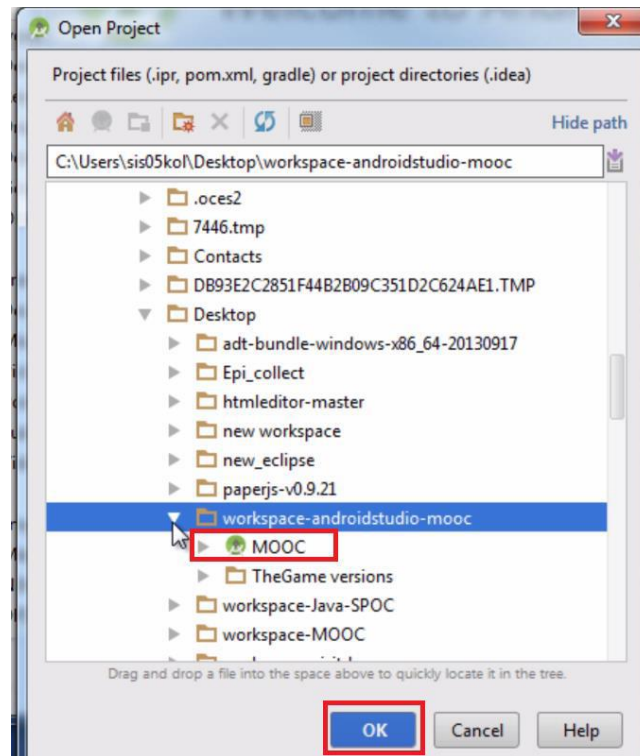


Figure 4. Open the MOOC project

The first time you open Android Studio it will show an error dialog to say the 'Path' setting is incorrect. This is because we are opening a project created in a different place.

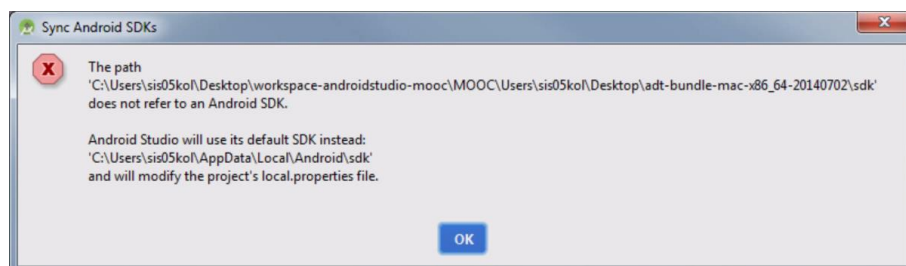


Figure 5. Path error dialog

But Android Studio is clever enough to find the correct 'Path' for your project. When you click 'OK' it will set the correct path for your machine.

There are various background processes that need to be completed before we can start working on our project. So you will have to be patient and allow Android Studio to load up fully.

Once fully loaded it will show you on the left the App folder and its content similar to Figure 6.

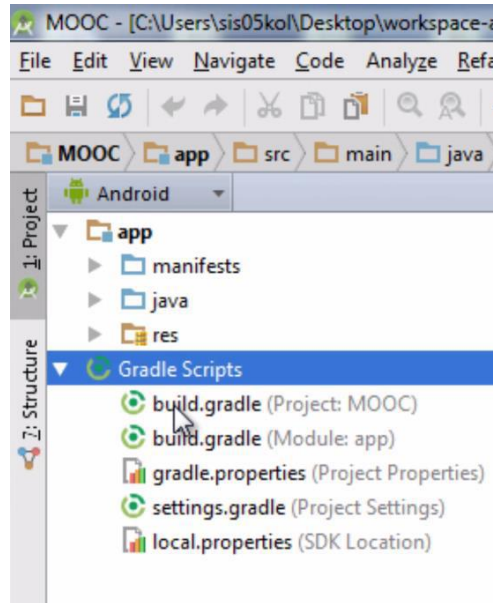


Figure 6. Loaded Android Studio MOOC project

Once fully loaded it will show you on the left the App folder and its content similar to Figure 6.

3. Dealing with Errors

There may be errors present in a message box at the bottom of the screen, if it includes a blue link such as in Figure 7. Click the link and Android Studio will attempt to solve the problem.

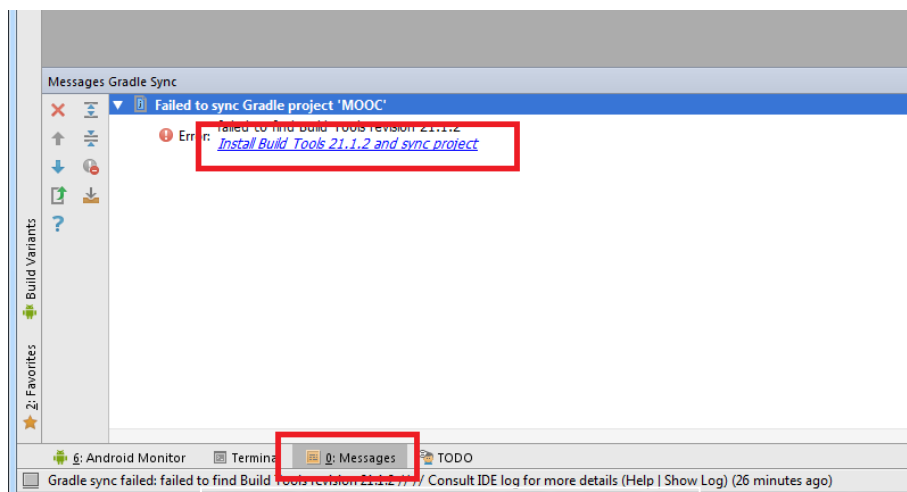


Figure 7. Android Studio Errors

If you have an error message about build tools but there is no link, or it fails to install properly, find the SDK manager in the toolbar (Figure 8.) once open click on the check box next to the listing 'Android 5.0.1' and then apply as shown in Figure 9.

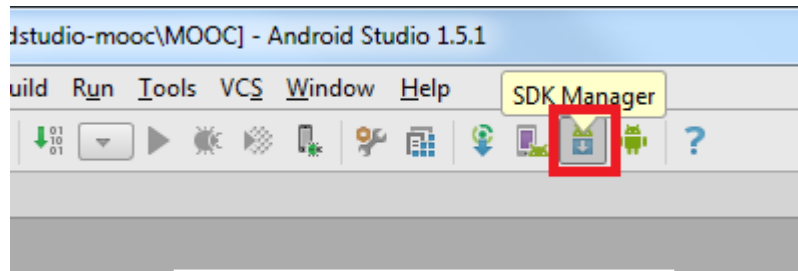


Figure 8. SDK Manager in the toolbar

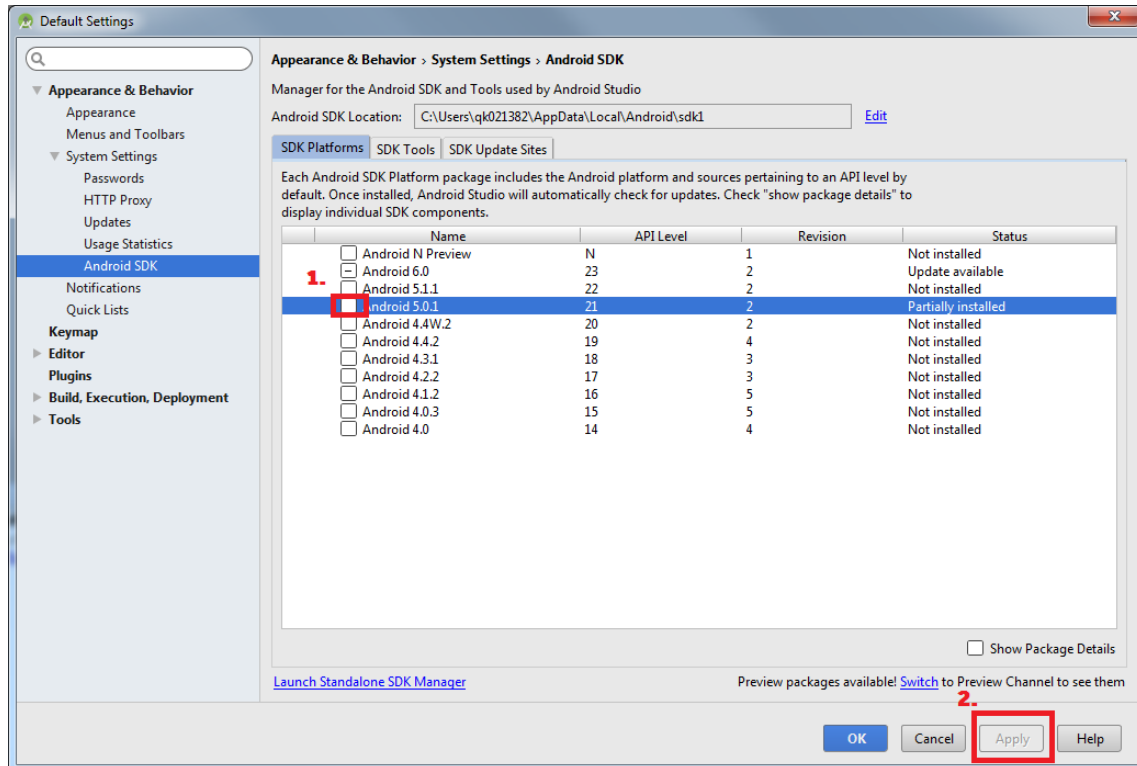


Figure 9. Selecting the correct build tools