

Setting up the IDE

Additional resource

This guide is made to compliment the video on setting up the IDE. There are topics discussed in the video that are not covered in this document, so we highly recommend you view the video first and then use this document as a reference. The process is similar for all the Operating Systems we support. We have used illustrations from a Windows environment.

Contents

Additional resource.....	1
Set-up steps	1
1. Unzip the downloaded game framework	1
2. Open Android Studio	2
3. Getting the game framework into Android Studio	2
4. Install the SDK platform and Build Tools	4

Set-up steps

1. 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'll have to follow to unzip the bundle, will differ according to your operating system. If you're unsure how to do this check out the links below:

- **Windows:** The video for this step shows how to unzip in Windows. For more help check out this [blog post](#).
- **Ubuntu Linux:** This [video](#) shows you the unzipping process for Ubuntu.

Begin programming: Build your first mobile game

- **Mac (OSX):** Double click the file and drag the files inside to your desktop (or wherever you want to put them. Just remember where they are!)

2. Open Android Studio

Find and open Android Studio, when it first opens it will show a loading screen like Figure 1. Once it has finished loading it will show you a welcome screen like the one shown in Figure 2 below.



Figure 1: Android Studio Splash Screen



Figure 2: Android Studio Welcome Screen

Notes:

- If you do not get this Welcome dialogue use File > Open to open an existing project.

3. Getting the game framework into Android Studio

Select 'Open an existing Android Studio project' from the welcome screen. A new dialogue will appear to select a file (Figure 3.) Find where you unzipped the game project – you should see the 'MOOC' folder with the Android Studio logo next to it. Click on it and then the OK button.

Begin programming: Build your first mobile game

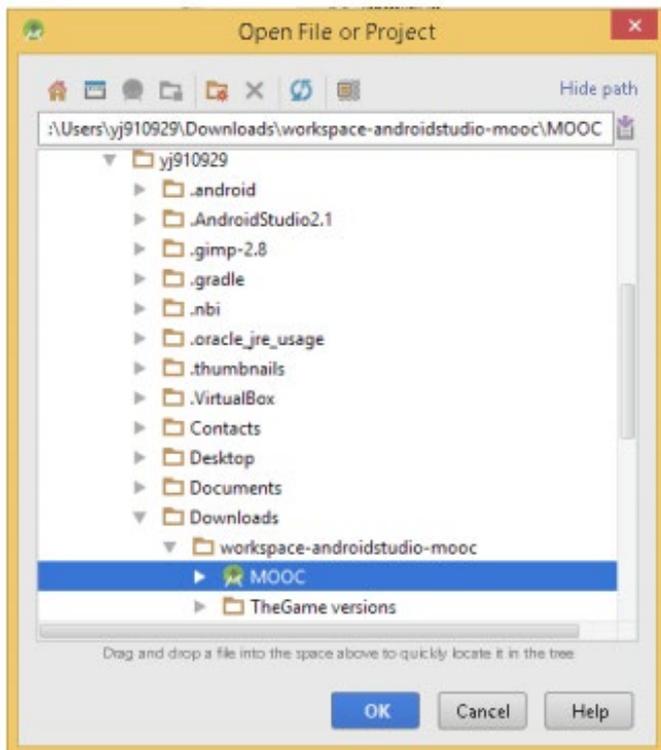


Figure 3: Open file dialogue

The first time you open Android Studio it will show an error dialog (Figure 4) to say the 'Path' setting is incorrect. This is because we are opening a project created in a different place. 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.

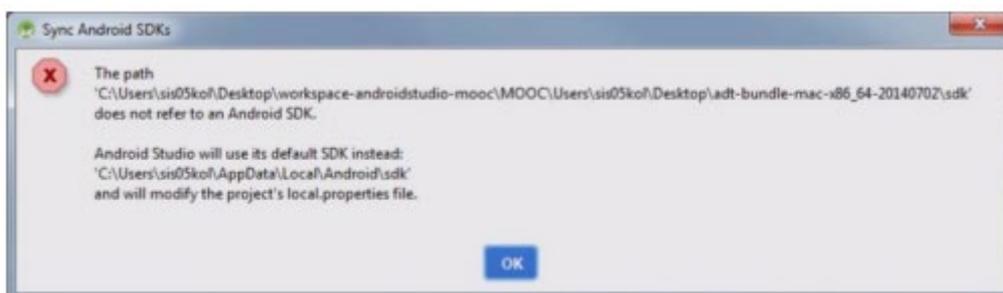


Figure 4: Error dialogue

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 5.

**Begin programming:
Build your first mobile game**

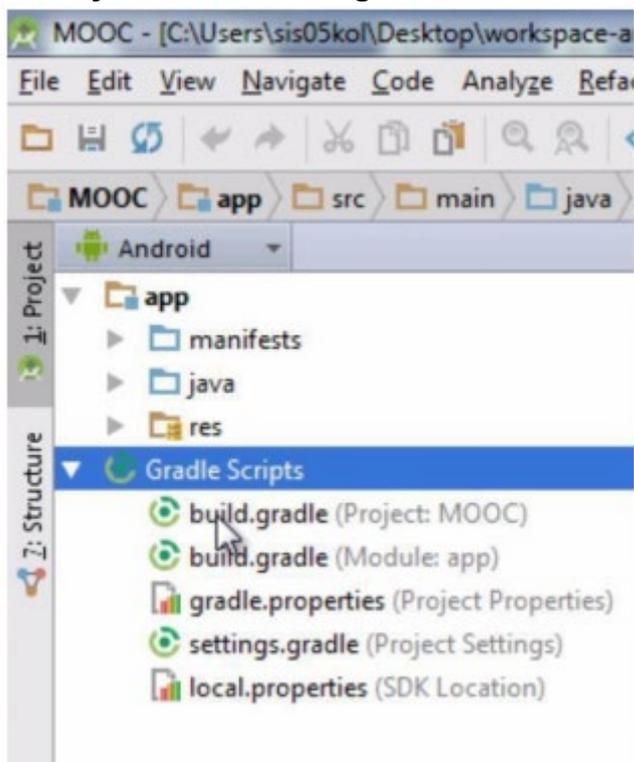


Figure 5: Project contents

4. Install the SDK platform and Build Tools

We need to install some additional versions of the SDK build tools, to do this find the icon for the SDK Manager on the toolbar as in Figure 6.

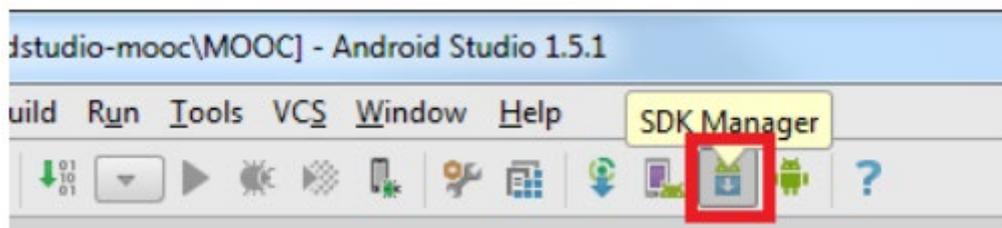


Figure 6: SDK Manager Toolbar

The settings menu will open up, we want to select the 'Android 5.0 (Lollipop)' SDK Platform by clicking the box next to it on the left and then clicking 'Apply' as shown in Figure 7. A loading screen will show up (Figure 8). You don't need to do anything, just wait for it to finish!

Begin programming: Build your first mobile game

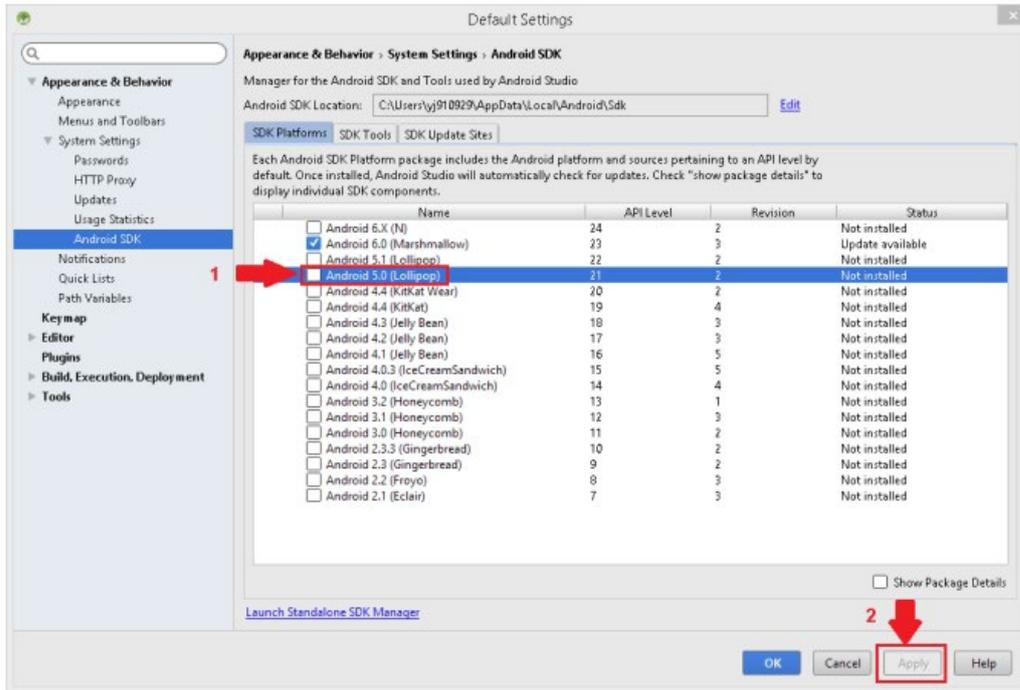


Figure 7: SDK menu

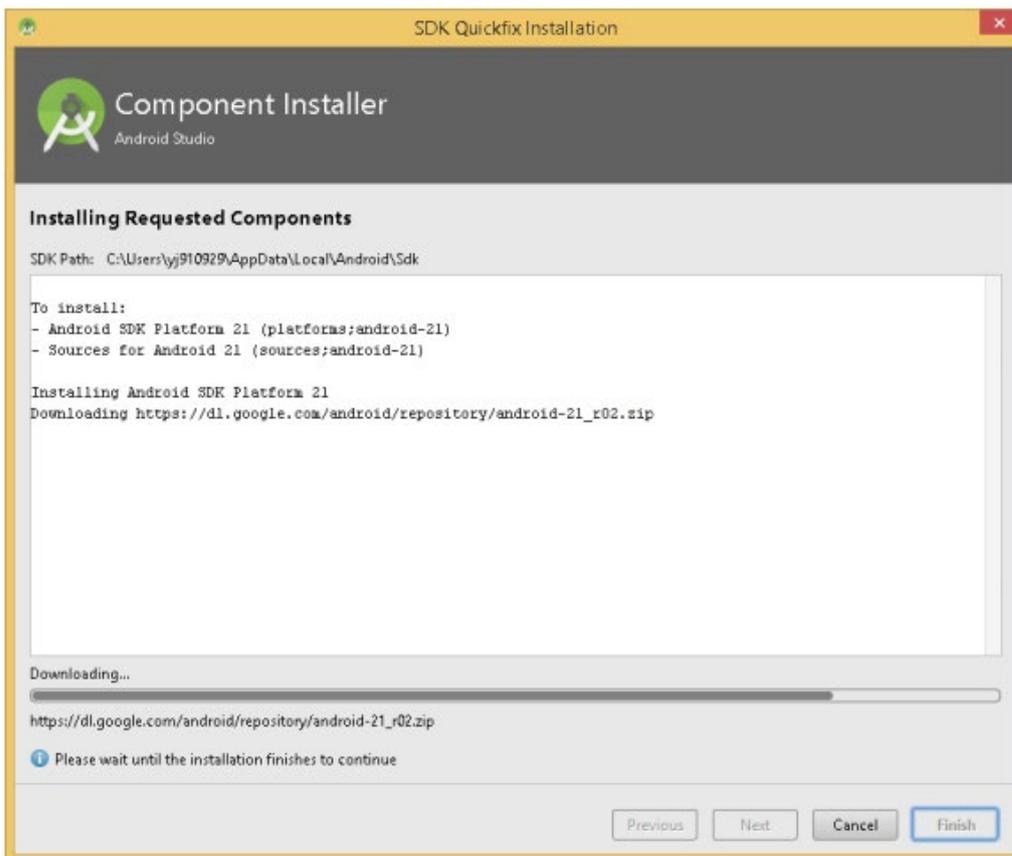


Figure 8: Installation window

Begin programming: Build your first mobile game

When the new platform has finished installing we also need to install the SDK Tools for the same version. You can see all the steps in figure 9, they are as follows:

1. Click the SDK Tools tab at the top of the menu
2. Click the box for 'Show PackageDetails'
3. Press the arrow next to the line 'Android SDK Build Tools' your screen should then look like below
4. Find the line 'Android SDK Build-Tools 21.1.2' and click the box next to the line to select it
5. Click the 'Apply' button, another installation dialogue will open. Wait for it to finish and you're done!

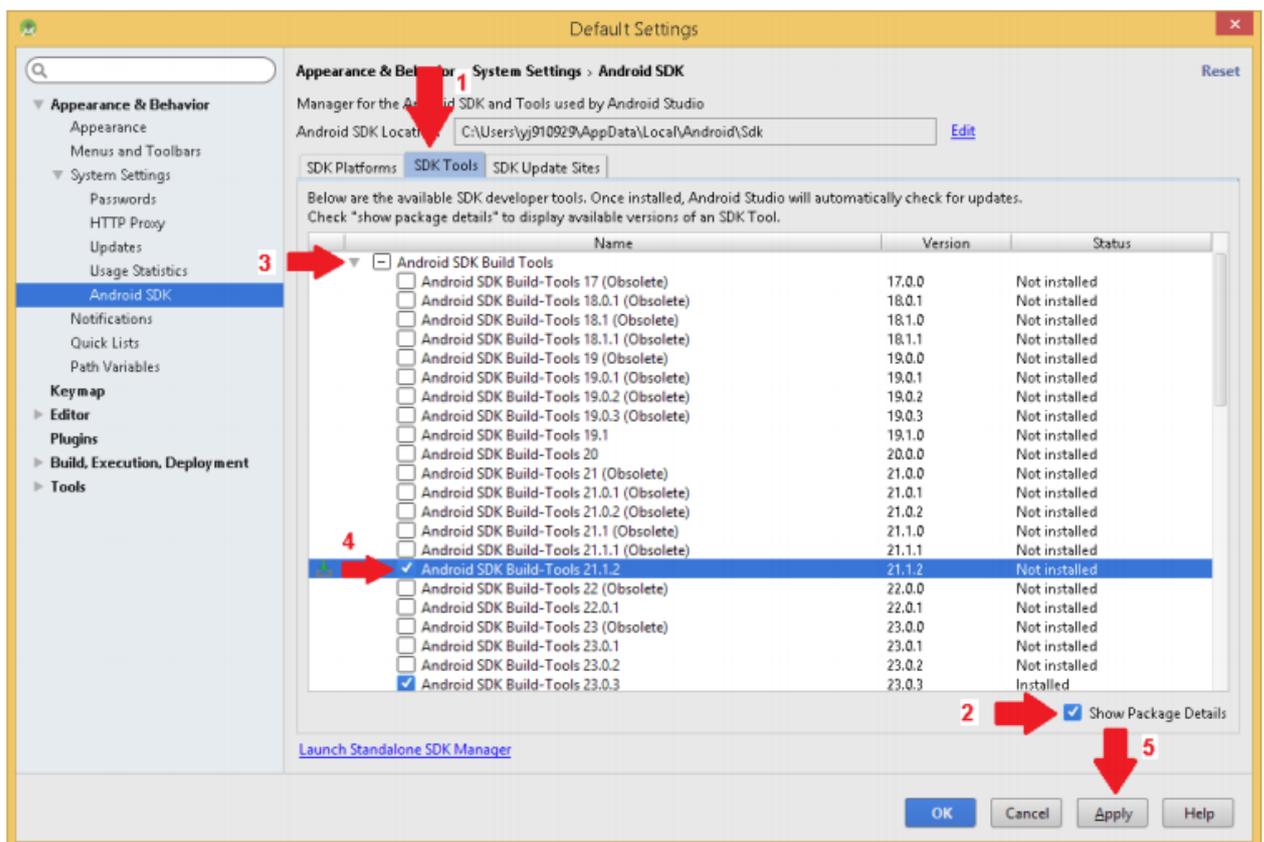


Figure 9: SDK Tools tab