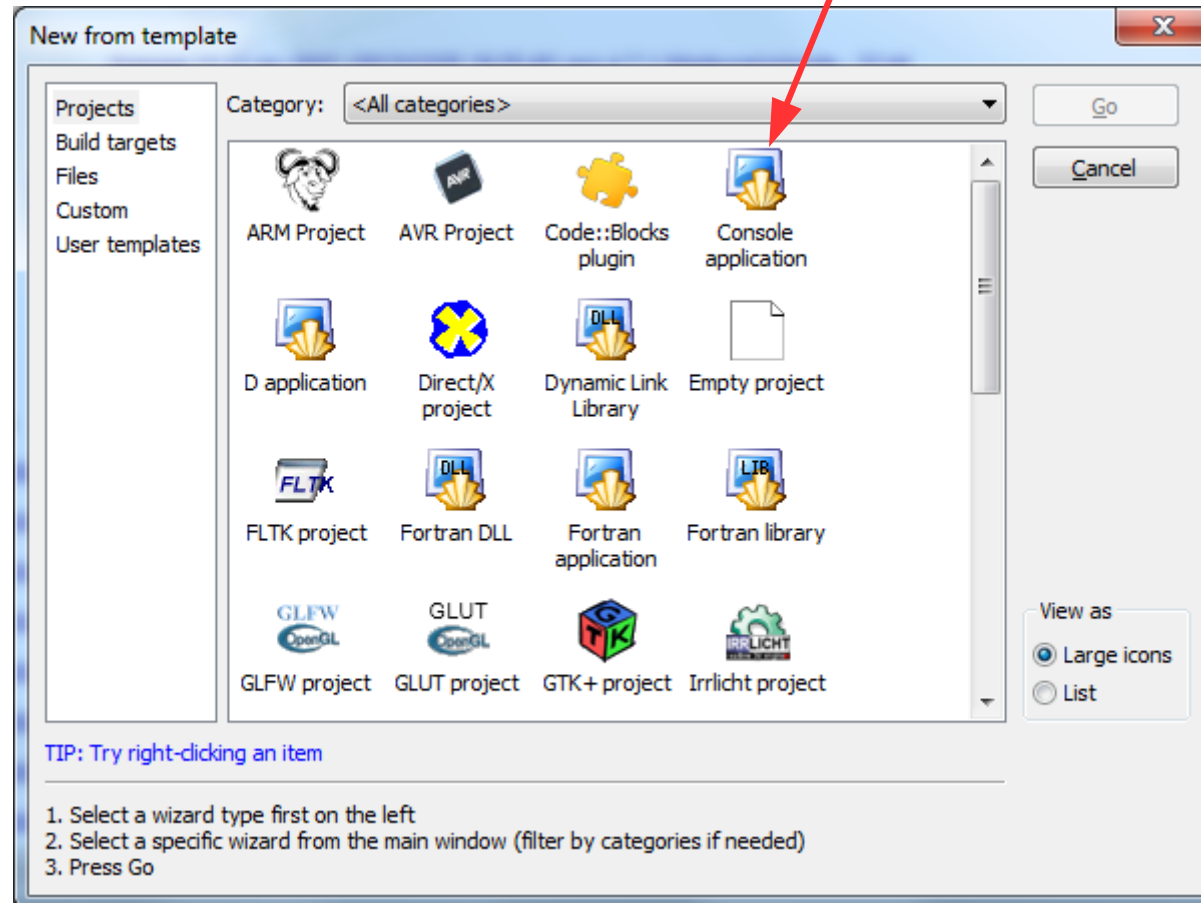
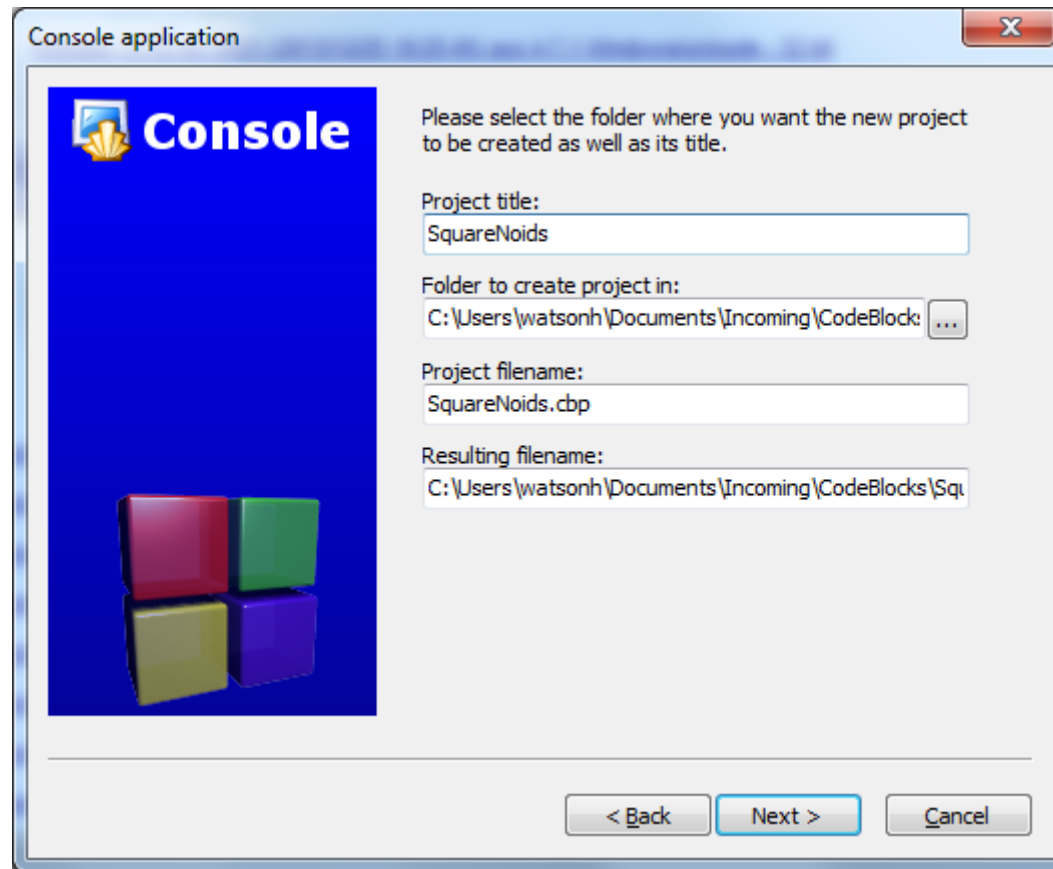


Build and run the SquareNoids Game	
Create a new console application	Slide 2
Download game source zip file	Slide 5
Extract game source to the application folder	Slide 7
Open SquareNoids in Code::Blocks	Slide 11
Add allegro libraries for linker	Slide 12
Set Target x86 (32bit)	Slide 14
Build and run game	Slide 15
Turn in screen shot	Slide 16

Open Code::Blocks and create a new console application (C language)





```
main.c x
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int main()
5  {
6      printf("Hello world!\n");
7      return 0;
8  }
9
```

Close and exit this project  
The game source code zip file will be downloaded and unzipped into this project folder. The main.c file will be overwritten when the source code file is unzipped.

Logs &amp; others

Code::Blocks x Search results x Cccc x Build log x Build messages x CppCheck x CppCheck message

## Individual Project

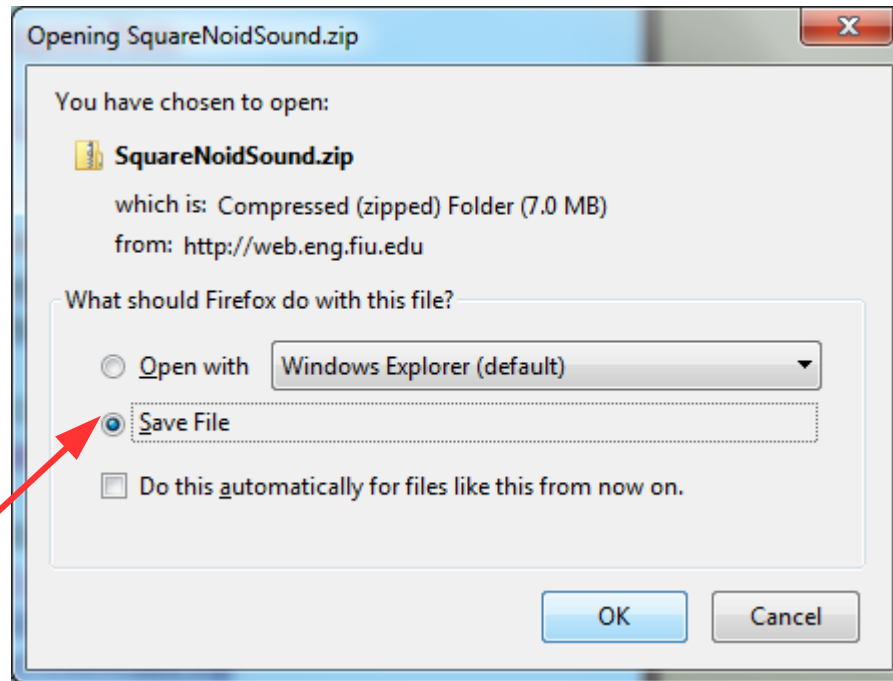
Allegro 5 project instructions

Exercise 1 - [Build Allegro 5 using TDM-GCC and CMake](#)

Exercise 2 - [Build SquareNoids game](#)  
[SquareNoidSound.zip](#)

Exercise 3  
[Build CosmicProtector](#)  
[CosmicProtector.zip](#)

Go to the class web site and download the zip archive of the SquareNoidSound source file

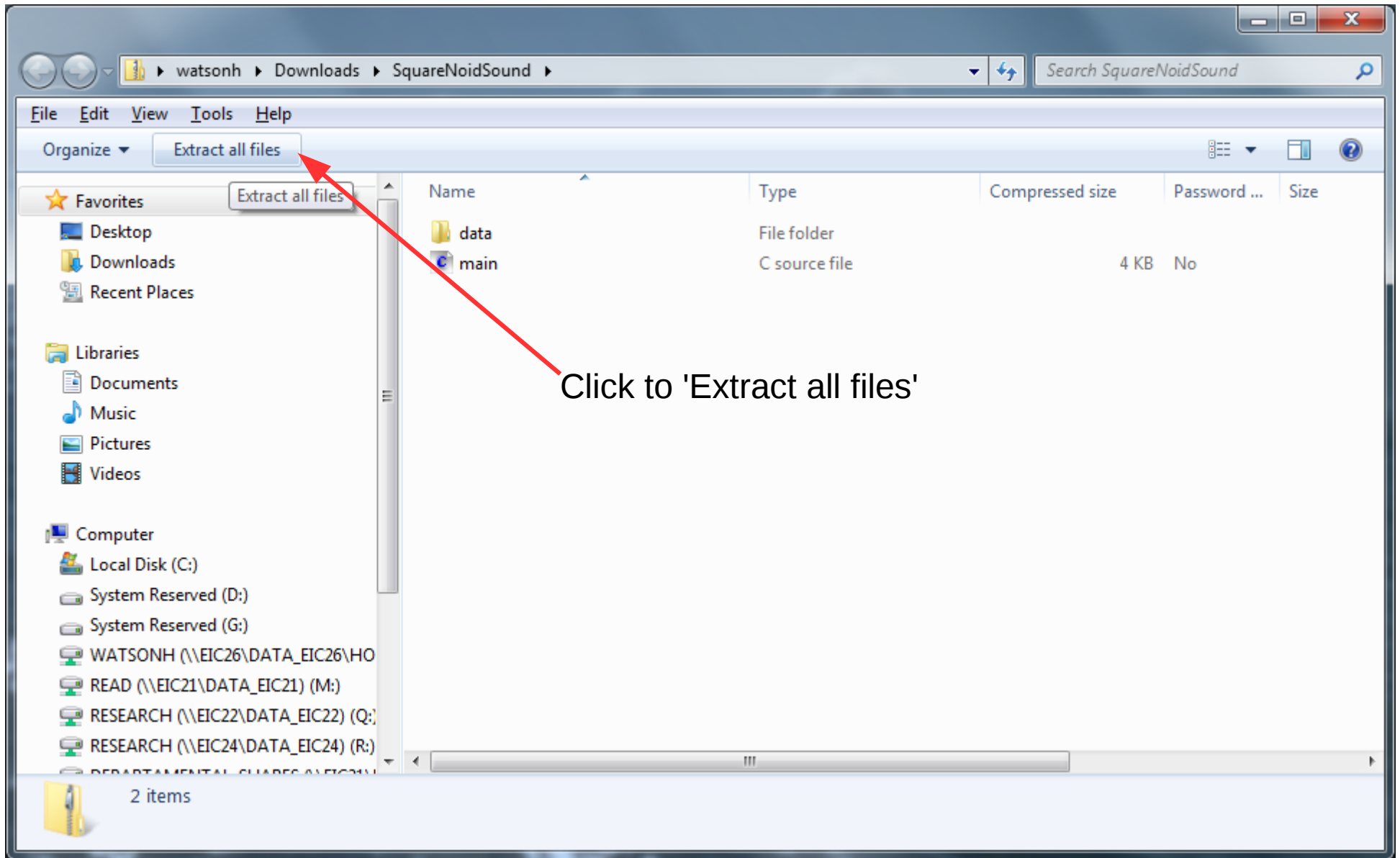


Save the file

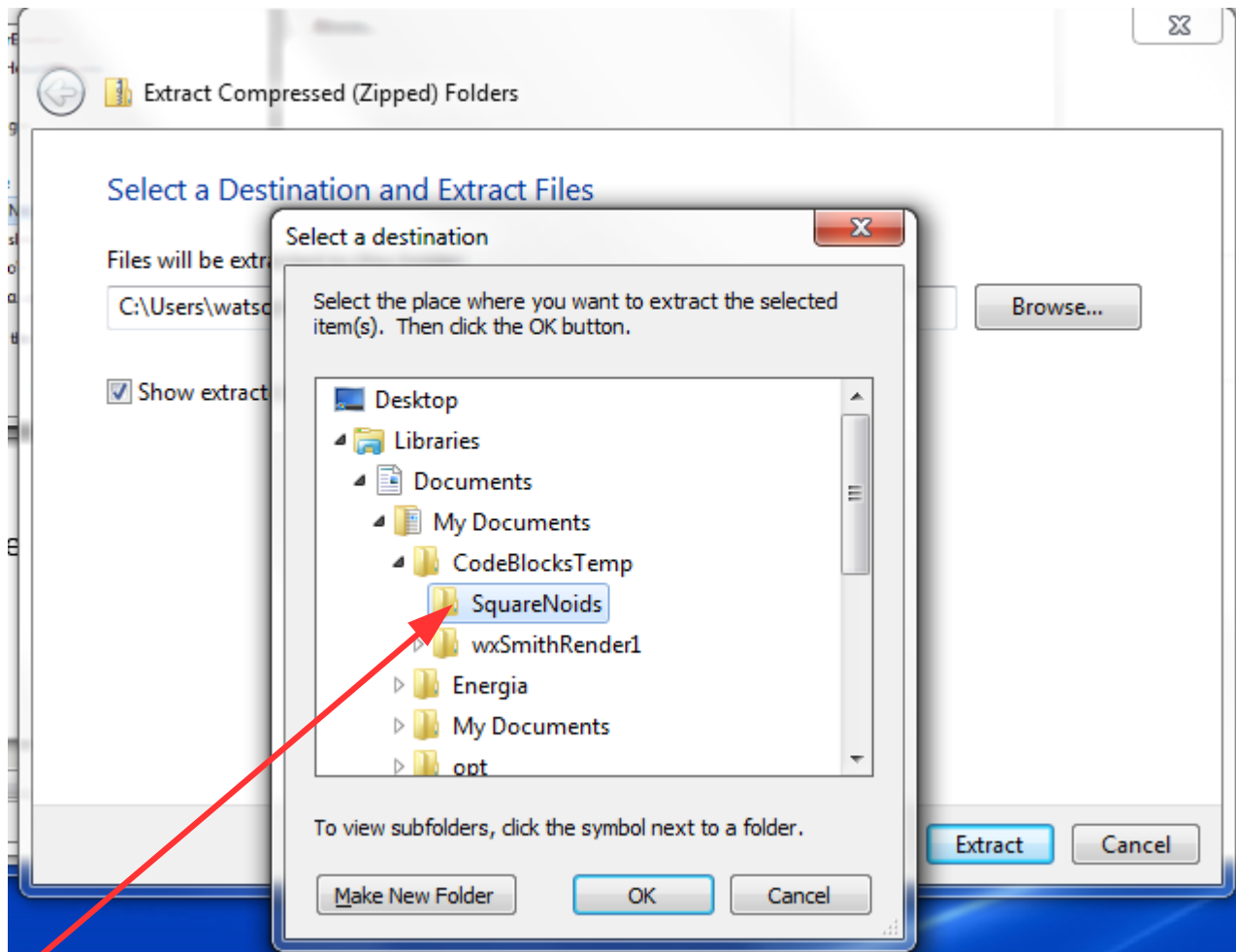
The screenshot shows a web browser window with two tabs: 'EEL4730' and 'EEL2880'. The address bar shows the URL 'web.eng.fiu.edu/~watsonh/EEL2880/index.html'. The webpage content is organized into sections:

- [Numerical Recipes in C](#)
- [Program Parts](#)
- [TIOBE Software Index](#)
- Individual Project**
  - [Project Description](#)
  - [Executive Summary Description](#)
  - Allegro 5.0.11 project instructions
    - [Exercise 1 - Install MinGW 4.8.1 and build Allegro 5](#)
    - Exercise 2
      - Step 1 - [Add ogg sound to Allegro](#)
      - Step2 - [Build SquareNoids game SquareNoidSound.zip](#)
    - Exercise 3 - coming
- Allegro web site
- [Download Allegro 4.2.2 sources \(gcc 3.4.5\)](#)
- [Download DirectX 7.0 for MinGW](#)
- [Download Allegro 4.4.2 \(gcc 4.4.1\)](#)
- [Download DirectX 8.0 for MinGW](#)
- Legacy project

A download notification box is overlaid on the page, showing a file named 'SquareNoidSound.zip' with a size of 7.0 MB, downloaded from 'fiu.edu' at 8:23 AM. A red arrow points from a text box to this notification. The text box contains the instruction: 'Once downloaded, click on the file to open for contents'.

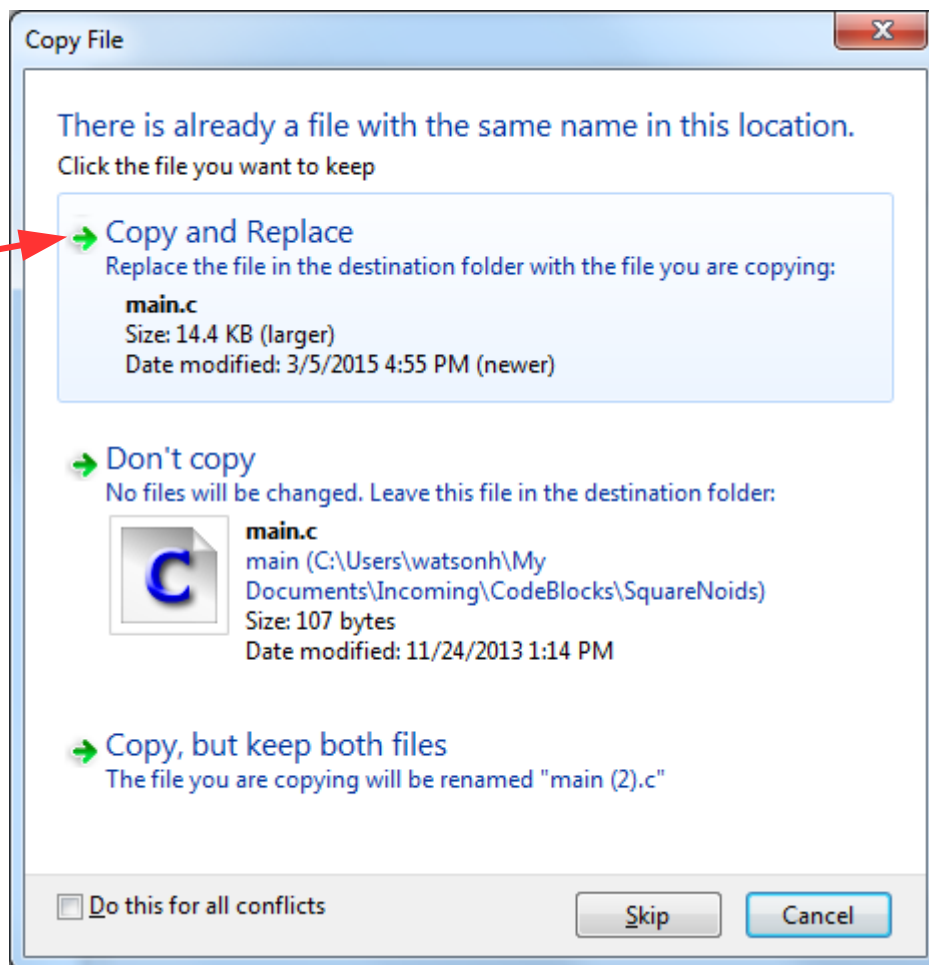


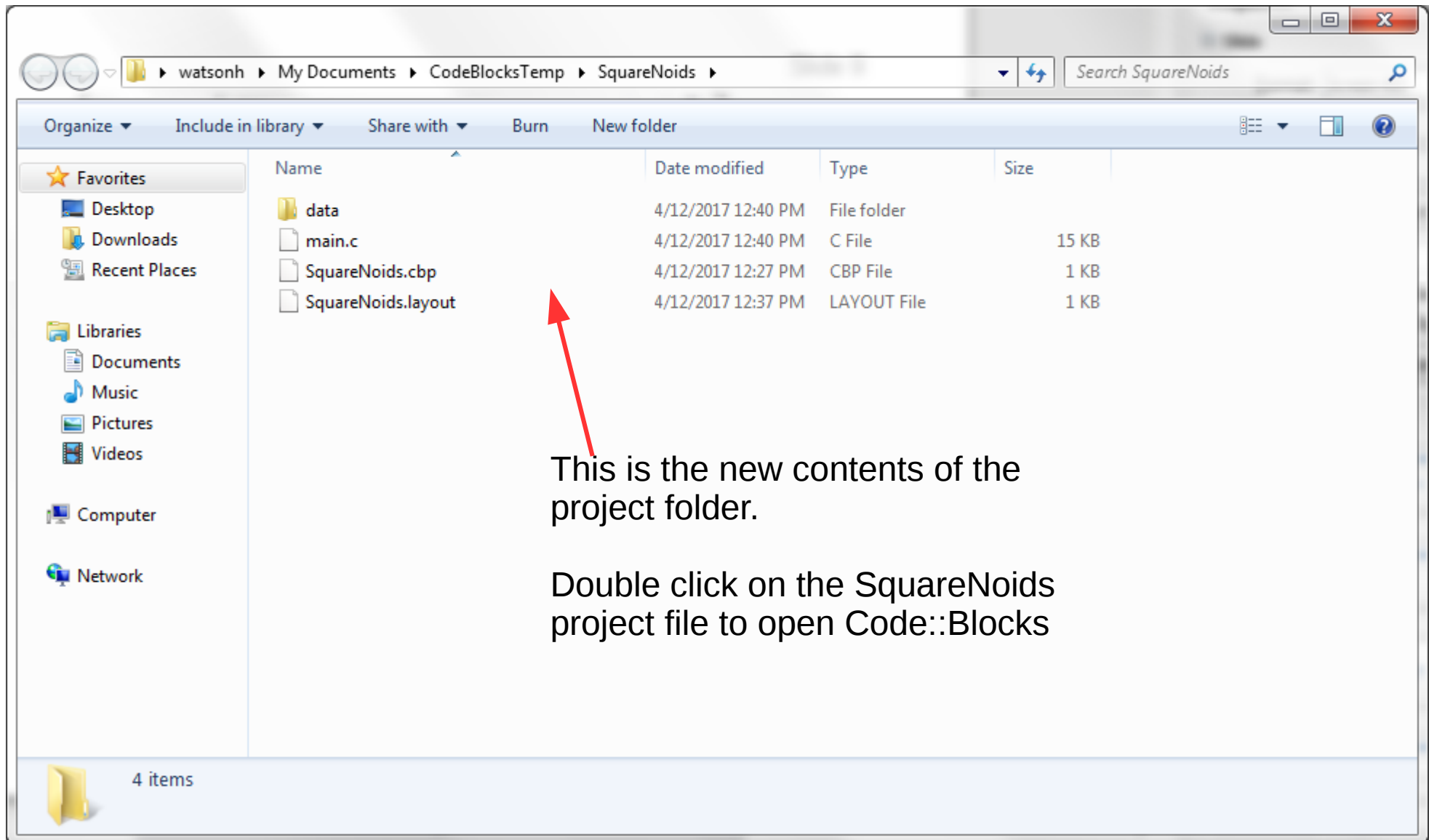




Extract the folder contents into the project folder created by Code::Blocks

You are replacing the main.c 'Hello World' program created by Code::Blocks with the SquareNoids game main.c source file





The screenshot shows the Code::Blocks IDE interface with several windows and annotations. The main window displays the 'Project build options' dialog for the 'SquareNoids' project, with the 'Linker settings' tab selected. A yellow box with the text '2 - Select linker settings' has a red arrow pointing to the 'Linker settings' tab. Below this, a 'Choose library to link' dialog is open, showing the file explorer path 'C:\TDM-GCC-64\lib'. A yellow box with the text '4 Browse to C:\TDM-GCC-64\lib' has a red arrow pointing to the path. In the file explorer, the 'gcc' folder is expanded, and the file 'liballegro\_monolith.dll.a' is selected. A yellow box with the text '5 Select all allegro library to include' has a red arrow pointing to this file. In the background, the 'Project build options' dialog has an 'Add' button highlighted with a red arrow. A yellow box with the text '3 Add libraries' has a red arrow pointing to this button. On the left side, a yellow box with the text '1 - Right Click Project Build Options' has a red arrow pointing to the 'Project Build Options' icon in the 'Management' pane. The main editor window shows the source code for 'main.c' with the following content:

```
18 // #include <allegro5/allegro_for  
19 #include <allegro5/allegro_ttf.h  
20 #include <stdlib.h>  
21 #include <stdio.h>  
22 #include <time.h>
```

1 - Right Click Project Build Options

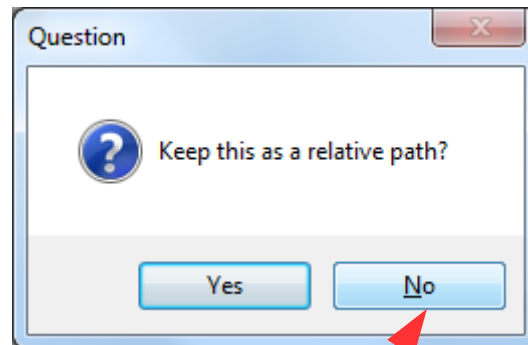
2 - Select linker settings

3 Add libraries

4 Browse to C:\TDM-GCC-64\lib

Name	Date Modified	Type
gcc	6/28/2015 2:28 AM	File folder
liballegro_monolith.dll.a	6/1/2017 3:28 PM	A File
libbfd.a	6/25/2015 11:46 AM	A File
libopcodes.a	6/25/2015 11:46 AM	A File

5 Select all allegro library to include



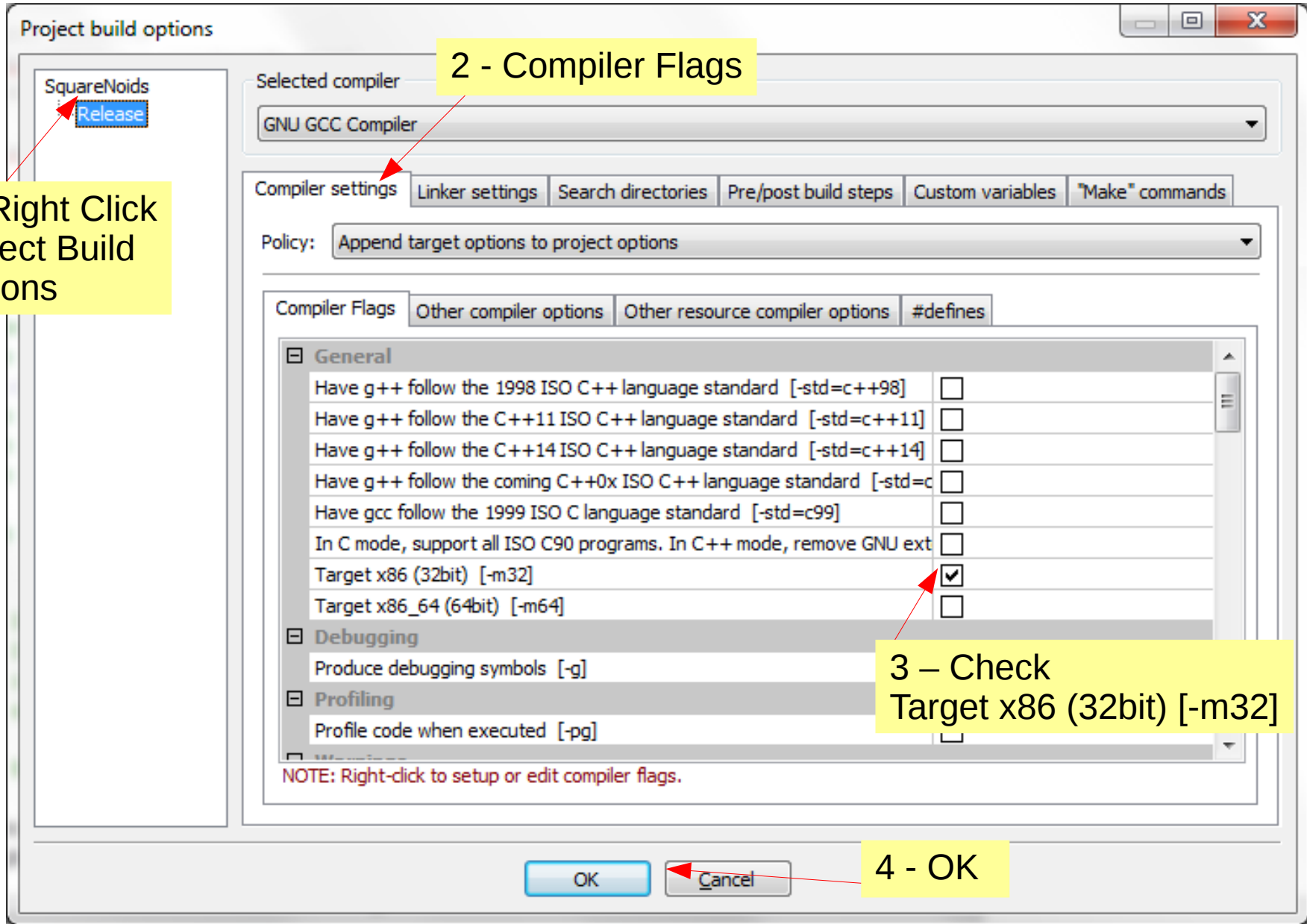
Select 'No' to make paths absolute instead of relative

1 - Right Click Project Build Options

2 - Compiler Flags

3 - Check Target x86 (32bit) [-m32]

4 - OK



main.c [SquareNoids] - Code::Blocks 13.12

File Edit View Search Project Build Debug Fortran wxSmith Tools Tools+ Plugins DoxyBlocks Settings Help

Slide 15

Management

Projects Symbols Files

Workspace

SquareNoids

Sources

main.c

```
1 //
2 /*
3 Steve Combs remix
4 http://freemusicarchive.org/music/download/9bcc64b677b3746b62c47a7584435304fd8e156d
5
6 Free sound effects
7 http://soundscrate.com/scifi.html
8 explosion2
9
10 http://www.freesfx.co.uk
11 Laser
12 */
13 #include<allegro5/allegro.h>
14 #include "allegro5/allegro_audio.h"
15 #include "allegro5/allegro_acodec.h"
16 #include<allegro5/allegro_native_dialog.h>
17 #include <allegro5/allegro_primitives.h>
18 // #include <allegro5/allegro_font.h>
19 #include <allegro5/allegro_ttf.h>
20 #include <stdlib.h>
21 #include <stdio.h>
22
23 #include <time.h>
24
```

Build and run the game

Logs & others

Code::Blocks Search results Cccc Build log Build messages CppCheck CppCheck message

Output file is bin\Release\SquareNoids.exe with size 49.50 KB  
Process terminated with status 0 (0 minute(s), 2 second(s))  
0 error(s), 0 warning(s) (0 minute(s), 2 second(s))  
Build log saved as:  
[file:///C:/Users/watsonh/Documents/Incoming/CodeBlocks/SquareNoids/SquareNoids\\_build\\_log.html](file:///C:/Users/watsonh/Documents/Incoming/CodeBlocks/SquareNoids/SquareNoids_build_log.html)

Windows (CR+LF) WINDOWS-1252 Line 1, Column 1 Insert Read/Write default

06/08/17 - 03:19PM

Lives: 5

Welcome to Squarenoids!



Make a screen shot of the game running and turn in as Exercise 2 completion  
Make sure the Date and Time are available for review