

libGDX

Requirements:

- Jdk 6 or higher (get current version at <http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html>)
- development environment of your choice (recommended: IntelliJ IDEA, Eclipse)

Setup guidelines:

- download libGDX project generator from <http://bitly.com/1i3C7i3>
- insert basic information 'Name', 'Package', 'Game class' and 'Destination'
- in addition to the basic information, also choose from 'Advanced' (if using recommended IDE)
 - IDEA or
 - Eclipse
- choose extensions you like (for our course we will need *Tools and Box2d*)
- choose platforms you like (desktop and optionally android for this course)
- click 'Generate'
- from IntelliJ IDEA, choose *File -> Open* and select <your-game>.ipr in the project's root
- from Eclipse, choose *File -> Import -> General -> Existing Projects into Workspace* and choose the project's root directory

Congratulations, you did it!

Note: If you want your project to run on Android, you need a current Android SDK (Build Tools > 20). In addition to this, you have to check the sub project 'Android' and insert the path to your Android SDK. Before running the desktop project, you have to set the working directory in your run configuration to the android assets path.