**CS112 README FILE**

**INTRODUCTION:**

Making a game using SFML/SDL library CPP OOPconcepts. This was the first time for me to use SFML library so I had to use internet for help.

**Libraries used:**We have used **SFML-2.5.1** Graphics Library for this project. The IDE used with SFML library isVisual Studio 2019 Community version. I tried some other IDEs but they were Hard to set up.

So I used visual studio.

**Setting up visual studio:**

Open Visual Studio 2019, click on create a new project and then choose empty projected. Then Link your new folder created to sfml liberaries.

1. Go to C/C++ -> General and Paste the path of your SFML include folder there.
2. Then go to Linker -> General and paste the path of lib files from your SFML folder

Now look for Input in Linker. You might find this below General. Then look for **“**Additional Dependencies**”.** Now change the configuration to debug and then click on Edit. And then add 5 SFML dependencies. Add the following dependencies.

* sfml-audio-d.lib
* sfml-window-d.lib
* sfml-network-d.lib
* sfml-system-d.lib
* sfml-graphics-d.lib

After this, save and change the settings from debug to release and then again go to additional dependencies again and add the same directories but this time don’t add -d in the dependencies.

So, this time dependencies will be

1. sfml-audio.lib
2. sfml-window.lib
3. sfml-network.lib
4. sfml-system.lib
5. sfml-graphics.lib

**EXPLAINATION:**

I used youtube to learn sfml and implement the concepts in my own way. It was interesting as I learned new concepts.

LINK:

https://youtu.be/HGBtIXmeKxo