

HOW TO BUILD THE GAME AND GET IT WORKING?

The game I wrote heavily depends on SDL Libraries. I have still not figured out how to include the library directly with the project. So, if the program throws a bunch of errors while compiling, it means you have either not installed SDL Libraries or you have them installed, but you have not linked them. This document will help you do the same.

How to Install SDL Libraries?

1. First launch the terminal

```
user@cu-cs-vm:~$ █
```

2. Run the following command. It will install the latest SDL Library.

```
user@cu-cs-vm:~$ sudo apt-get install libsdl2-dev █
```

3. Run the following command. It will install an additional functionality to SDL.

```
user@cu-cs-vm:~$ sudo apt-get install libsdl2-image-dev █
```

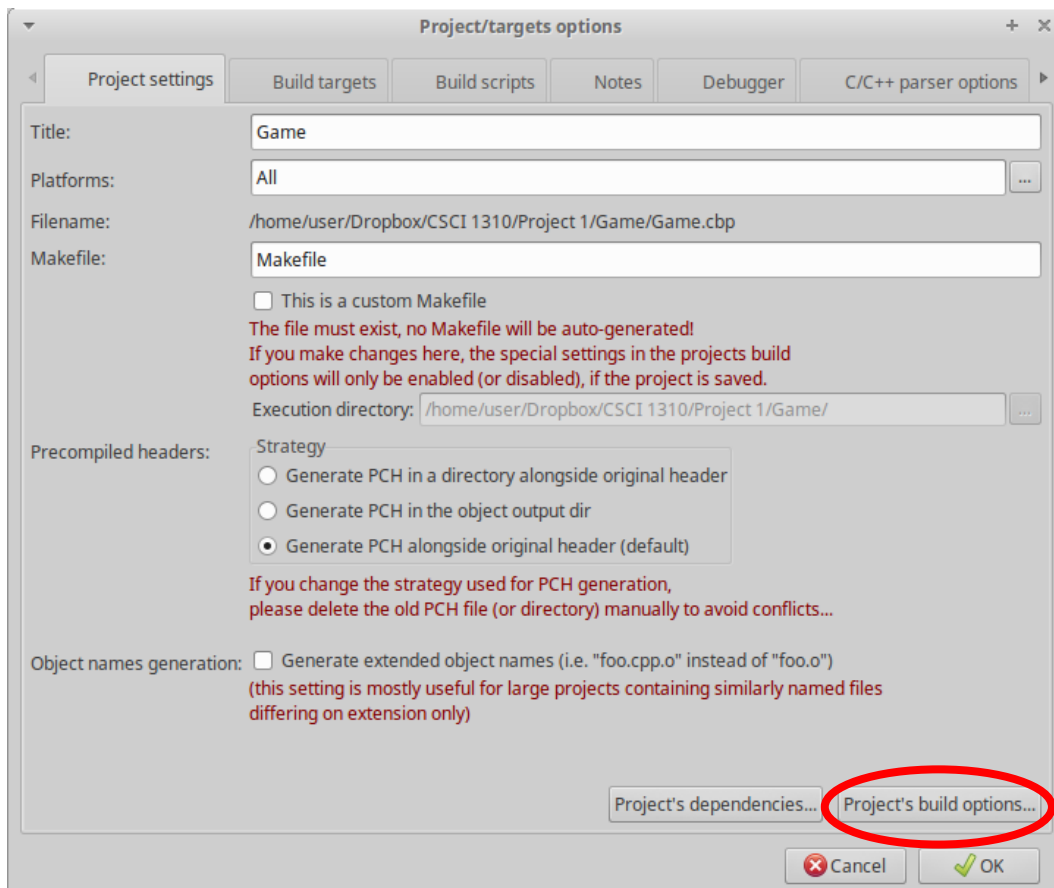
4. Run the following command. It will install the final functionality to be able to compile the game

```
user@cu-cs-vm:~$ sudo apt-get install libsdl2-ttf-dev █
```

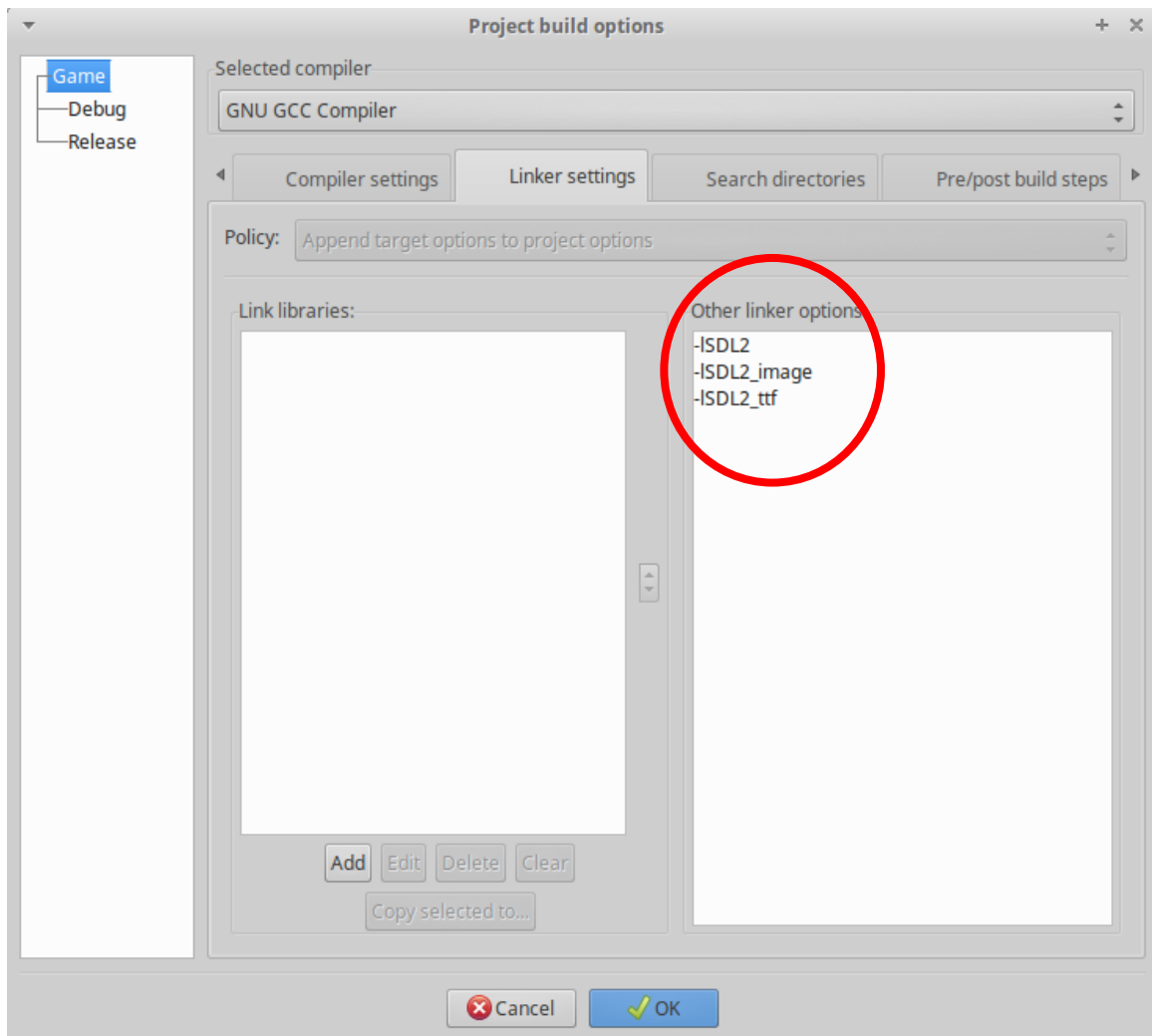
You have installed the necessary libraries for the game to work. Now, you need to tell the compiler to use these libraries when building the solution.

How to Link the SDL Libraries?

1. Open Code::Blocks and launch the Project.
2. Go to Project -> Properties... This will open a window like this. Click “Project’s build options...” on the bottom right corner.



3. Now go to the Linker Settings tab and fill in the following information. Note that it is the small letter L before the library names.



You are all set! Now the game should build properly without any compile errors.

If the console throws a Segmentation Fault while running, try changing the Build Mode to Release. While playing around with the settings last night, I accidentally set something off that causes this error. But the game should work fine in Release Mode. Also, ensure that you Rebuild the game (the blue circle icon next to Compile and Run) before running it. Otherwise, you will get an error saying Permission Denied.
