# Timber

The Timberman game clone, which is based on ideas and concepts from a "Beginning C++ Game Programming" book by John Horton.

**Hotkeys**

* "Esc" for exit from the game
* "Enter" for start the game
* "Right arrow" / "Left arrow" for making a cut of a tree from an appropriate side

**Requirements**

* C++11
* SFML 2.4.2 (x32 version)

**How to build**

After opening the project in Visual Studio, go to "Project -> Timber properties...":

1. Select "All configurations" in "Configuration" section
2. In "C/C++ -> General -> Additional include directories" section append the "include" directory of SFML library
3. In "Linker -> General -> Additional library directories" section append the "lib" directory of SFML library
4. Select "Debug" in "Configuration" section
5. Append the string (without quotes) "sfml-graphics-d.lib;sfml-window-d.lib;sfml-system-d.lib;sfml-network-d.lib;sfml-audio-d.lib;" at the beginning of the "Linker -> Input -> Additional dependencies" section
6. Select "Release" in "Configuration" section
7. Append the string (without quotes) "sfml-graphics.lib;sfml-window.lib;sfml-system.lib;sfml-network.lib;sfml-audio.lib;" at the beginning of the "Linker -> Input -> Additional dependencies" section

**Screenshots**

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