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Simple Directmedia Layer

Code::Blocks Compiler : <http://www.codeblocks.org/>

Make a new project inside the Code::Blocks compiler.

Search for SDL 1.2 or SDL2 inside the Category section.

Name the program and find a static project location.

Find the directory for the latest version of SDL2 in the wizard.

Have the SDL2.dll inside the project folder.

Press the build icon then press the run button on the top of the compiler.

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Free Art Program **Inkscape**:<https://inkscape.org/>

3d Modeling program **Blender**:<https://www.blender.org/>

Wiki SDL page:<http://wiki.libsdl.org/CategoryAPI>

DarkCybernetics sound resources:<https://darkcybernetics.itch.io/darkcybernetics-free-voice-over-and-sound-audio-music-loops-clips-179-sounds-package-1>

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