

Project-150 – Game Usage Instructions

Project-150 is a simple Windows-based game developed using **C++** and **SFML 2.5.1**.

Below are the step-by-step instructions for downloading, installing, and playing the game, as well as information on accessing the full source code.

How to Download and Play the Game

1. Visit the **Releases** section of this GitHub repository.
2. In the Releases section, you will find a file named **Release.zip**.
3. Download **Release.zip** and extract it using any file extraction tool (e.g., WinRAR or 7-Zip).
4. After extracting the file, you will see an executable file named **onefifty.exe**.
5. This **onefifty.exe** file is the main game file.
6. Run the executable, and the game will start.

Game Controls

- **Move Left:** Left Arrow Key
- **Move Right:** Right Arrow Key
- **Exit Game:** ESC Key

Accessing the Source Code

- The complete source code is available directly inside this GitHub repository.
- To download the full project, click the green “**Code**” button and select **Download ZIP**.
- Alternatively, the repository can be cloned using the following command:
- After downloading or cloning, you will have access to all C++ files, assets, and the entire project structure.

Important Notes

- Do **not** move **onefifty.exe** out of the extracted folder, as it requires the included files to run properly.
- Keep all files together exactly as they appear after extracting **Release.zip**.
- If your antivirus mistakenly blocks the executable, please allow it manually.
- The game is compatible with **Windows 10** and **Windows 11**.

