

Lesson Summary

The first thing to do when setting up SFML for windows is to make sure you have visual studio code installed on your computer.

Creating a project directory on the desktop is very important, this is because the directory will be the base of your operations and also where the SFML files will be stored.

The backslash key should be used for windows only, forward slash ensures cross-platform compatibility.

The video mode takes two parameters which are the width and height of the application.

The first thing to do when setting up SFML on your Mac OS is to make sure you have XCode installed..

When choosing options for your new project in XCode, make sure the language is set to C++..

The console window allows you to debug and inspect your codes, this will ensure you are on the right track.

The main purpose of a **state machine** is to switch between stages or sections in your game, creating a **state file** is the first step towards creating a state machine.

Once you set up the **game engine**, you can reuse the engine for state, import, and asset management..

An **asset manager** will allow you to load various assets like textures and fonts.

The **input manager** handles all the input needs, it is a great way to set up various input devices which may include keyboard input, mouse input, game controller input, etc.