

Compilation instruction on different compilers:

=====

Codeblocks and Visual Studios

1. First we create Character static library:

Create a new project -> choose static library

Add in Character.h and Character.cpp (be sure to link them in the project property settings).

Build the library.

2. Then go ahead and create a new empty project, include all the .cpp and .h files, and also the newly made Character library. Then compile normally.

Mac terminal/Linux

1. First we create Character static library by using these commands:

`g++ -Wall -std=c++11 -c Character.cpp`

`ar r libcharacter.a Character.o`

`g++ -Wall -std=c++11 Area.cpp CheatEngine.cpp Room.cpp RoomDescription.cpp main.cpp -L. -lcharacter`

2. Then go ahead and include all the .cpp and .h files, and also the newly made Character library and compile normally.