Let's make 16 games in C++ (PGE implementations instead of SFML)

Based on FamTrinli video series (starting here: https://youtu.be/zH_omFPqMO4)
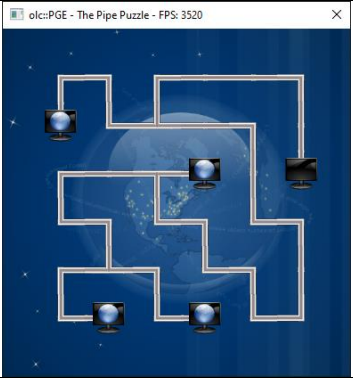
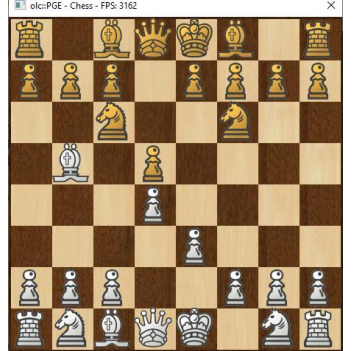*Joseph21, October 11, 2022*

All source files on: https://github.com/Joseph21-6147/FamTrinli-series-with-PGE---16-games-in-Cpp

General remark: nearly all implementations need one or more sprite or data file. These can be found using the comment section of the youtube video by FamTrinli. Check the header file for the location of the corresponding video.

Nr	Source files	Remark	Preview
01	01. Tetris *.cpp		
02	02. Doodle jump *.cpp		
03	03. Arkanoid *.cpp		
04	04. Snake *.cpp		

Nr	Source files	Remark	Preview
05	05. Minesweeper *.cpp		
06	06. 15-Puzzle *.cpp		
07	07. Car racing (top down) *.cpp		
08	08. Outrun *.cpp		
09	09. Xonix *.cpp		
10	10. Bejeweled *.cpp		

Nr	Source files	Remark	Preview
11	11. Netwalk *.cpp		
12	12. Mahjong *.cpp		
13	13. Tron *.cpp		
14	[14. Chess *.cpp]	*Not implemented yet*	
15	[15. Blobby volley.txt]	*Don't know how to implemented on PGE*	
16	[16. Asteroids *.cpp]	*Not implemented yet*	