

USER MANUAL

To run the code, open the files Breakout->Breakout and the main.c text file can be found, together with the working Makefile. Load up main.c in visual studio and it should compile with the make command and run with ./main. If that doesn't work move the first Breakout file to Downloads. SDL and OpenGL are necessary for the program to run. The bmp images are in Breakout-> Breakout-> breakout_menu.