

READ ME

Requirements:

- CLion (Or similar IDE that supports C++ where you can make use of the data contained in CMakeLists.txt)

Setup:

1. Setup SMFL with this link --> <https://dev.to/giovannicodes/sfml-2-5-1-setup-on-macos-with-clion-505m>
 - a. From Link:
 - i. Brew install (Need Homebrew installed to do this --> install homebrew here - <https://brew.sh/>)
 - ii. Copy CMakeLists.txt from the link in the first direction in Step 1
 1. Change the provided CMakeLists.txt to have your project name in it instead of HelloSMFL (Should replace HelloSMFL with your project name in 3 spots ***NOTE: In this case, the project name is "Shape_Destroyer")
2. Download Arial Font and add it to working directory
 - a. Download Arial Font Here:
<https://github.com/zyedidia/SFML.jl/blob/master/assets/arial.ttf>
***NOTE: In this case, the font in the file arial.ttf is already included

Objective:

- Eliminate all Enemy Shapes without running out of bullets
- There are 10 enemy shapes and the user is given 15 bullets to destroy them all

Rules:

- The User may not move out of the window boundaries
- The User may not come in contact with an Enemy Shape(s)
- The Enemy Shape(s) do not leave the boundaries of the window
- The Bullets are destroyed and destroy Enemy Shapes if they come in contact with each other

Key:

- To move user: Up, down, left, right keys
- To shoot bullets: W, A, S, D keys
- User - Green Circle
- Enemy Shape - Yellow Square
- Bullet - Red Square