<u>READ ME</u>

<u>Requirements:</u>

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

<u>Setup:</u>

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

<u>Objective:</u>

- Eliminate all Enemy Shapes without running out of bullets

<u>Rules:</u>

- 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 boundaries
- The Bullets are destroyed and destroy Enemy Shapes if they come in contact with each other

<u>Key:</u>

- User - Green Circle
- Enemy Shape - Yellow Square
- Bullet - Red Square