

Description

This file contains all the bugs, errors and mistakes along with the fixes done in the Auto Battle RPG, provided by Kokku. This file is an attempt to document all the changes, why they were done and how they affect the project as a whole.

Errors

This section contains all the bugs, errors and mistakes of the code, things that stop the code from executing along with mistakes that make the game loop behave in undesirable ways.

Adjustments

This section contains all the things that I adjusted, viewed that I thought needed adjustments simply for good practices or for optimizing the code.

- 1. Non-existence of a makefile:** the code doesn't have a makefile to execute all the '.c' and '.h' files, with the existence of the makefile it makes easier for the user and the developer to execute everything without needing to know the code (which part should execute to get the full code(encapsulation)), and they don't need to type all the bash code every time.

Fixes

This section contains all the corrections done in the code, bugs and mistakes to optimizations done on it.