# Usage

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./bomberman
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```

You MUST use CMake as a cross-platform build system:

- Linux: it must generates a Makefile to be able to build the project
- Windows: it must generates a Visual Studio solution .sln (will be tested with Visual Studio 2019).

You also must use the Irrlicht 1.8.4 library and use assets. We don't want to see any fighting cubes! A CMake module for Irrlicht is provided, you MUST use it to generate your project. Sounds and musics must be handled using SFML-audio 2.5 library.

Others SFML components are not allowed. You may use Boost 1.69 to help you with some aspects of the project (or for bonuses).