**Step 1: Download and Setup Raylib**

1. Download Raylib for Windows (MinGW version)
2. Download The project and change vscode folder to a .vscode folder by renaming
3. Extract the zip file to a location like:  
   D:/raylib

**Step 2: Open the Project in Visual Studio Code**

Make sure the project folder includes:

* A src/ folder with all .cpp files.
* A .vscode/ folder containing:
  + launch.json
  + tasks.json
* A Makefile

**Step 3: Compile the Project**

1. Open the project folder in **Visual Studio Code**.
2. Press **F5** to build and run the project.

**If Compilation Fails, Check the Following:**

**A. Check launch.json File**

Make sure the debugger path is correctly set to the downloaded Raylib folder:

* **Line 26**

"miDebuggerPath": "D:/raylib/w64devkit/bin/gdb.exe",

* **Line 49**

"miDebuggerPath": "D:/raylib/w64devkit/bin/gdb.exe",

**B. Check tasks.json File**

Ensure the following lines point to the correct Raylib paths:

* **Line 15**

"command": "D:/raylib/w64devkit/bin/mingw32-make.exe",

* **Line 17**

"RAYLIB\_PATH=D:/raylib/raylib",

* **Line 56**

"command": "D:/raylib/w64devkit/bin/mingw32-make.exe",

* **Line 58**

"RAYLIB\_PATH=D:/raylib/raylib",

* **Line 85**

"detail": "compiler: D:\\raylib\\w64devkit\\bin\\g++.exe"

Make sure all paths match where Raylib was extracted on your system.

**C. If the Command src/\*.cpp Fails**

You may see an error related to wildcard source files.  
To fix this, open the Makefile, find the line that says:

OBJS=src/\*.cpp

Replace it with:

OBJS=src/button.cpp src/golem.cpp src/Collectable.cpp src/StrongerGolem.cpp src/Player.cpp src/TextManager.cpp src/Map.cpp src/Enemy.cpp src/testMain.cpp src/HighScoreManager.cpp

**After making these adjustments, press F5 again to compile.**