RECURSOS

→ https://42-cursus.gitbook.io/guide/rank-02/so_long/understand-so_long

→ https://youtu.be/miJRE8U9_Vc?si=1LyEbScM0aaZuG4v
→ https://www.google.com/search?q=sprites
→ https://www.piskelapp.com/p/create/sprite
→ https://itch.io/game-assets/free/tag-sprites
→ https://pulgamecanica.herokuapp.com/posts/mlx42-game-development
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→ https://es.pinterest.com/search/pins/?rs=ac&len=2&q=sprites%20pixel%20art&eq=sprites&etslf=7570

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→ https://harm-smits.github.io/42docs/libs/minilibx NO USAR, SÓLO PARA COMPRENSIÓN
→ https://github.com/codam-coding-college/MLX42/blob/master/docs/index.md ESTA SÍ
→ https://github.com/codam-coding-college/MLX42

MÁS

→ https://42evals.me/Cursus/So_long/

→ https://github.com/mtdvio/every-programmer-should-know?tab=readme-ov-file