PLAYER'S MANUAL

Run the game:
- make && ./game
- rebuild again : make clean && make && ./game

How to play :
Your goal is to move from the starting point to the other side of the window while :
- avoiding projectiles
- jumping across platforms (green rectangles)
- avoiding falling off the walkable platforms
- reaching the far-right end to win

Controls : combination of the keys below
Move right : right arrow
Move left : left arrow
Jump : spacebar

Game Elements :
Player character : sprite
Platforms : colored rectangles, if you're not on them you fall
Obstacles: flying object releasing projectiles
Background image
Sound