

- * c3e3d8e - ememustang, 29 minut temu : changed txt to pdf
- * 15fd129 - ememustang, 48 minut temu : txt remove
- * 9ca91d1 - ememustang, 53 minuty temu : aktualizacja instrukcji
- * 41fa861 - ememustang, 2 godziny temu : ore class diagrams
- * e3eede8 - ememustang, 2 godziny temu : added list of all project files
- * 367c47d - Trenek, 3 godziny temu : prepered code for final build
- * 3ff1be9 - Trenek, 4 godziny temu : changed name
- * e43f3d6 - Trenek, 4 godziny temu : moved Texture Projects
- * 337cf6b - Trenek, 4 godziny temu : Moved file related things to the same folder
- * aeb7724 - Trenek, 5 godzin temu : added spaces
- * 0679fa6 - Trenek, 5 godzin temu : moves statictics
- * 562c463 - Trenek, 5 godzin temu : cathegorized other files
- * eb55b09 - Trenek, 6 godzin temu : Moved Diagrams
- * 0a35efb - Trenek, 6 godzin temu : fixed war crimes
- * 6aa95bd - Trenek, 6 godzin temu : Nowe pliki dokumentacji
- * 78cfa8d - Trenek, 8 godzin temu : Dodanie podziału prac
- * c0a3c8a - Trenek, 8 godzin temu : Dodano Instrukcję obsługi
- * 045e3f6 - Trenek, 8 godzin temu : Updated Unit Test
- * d892481 - Trenek, 8 godzin temu : Made difficulty level have affect player armor/weapon
- * bc90d6c - Trenek, 11 godzin temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
- | \
- | * 34838bf - marekk42, 15 godzin temu : replacing deleted files with new
- | * 01b14ac - marekk42, 15 godzin temu : deleting outdated texture set
- | * 5f3b008 - marekk42, 16 godzin temu : adjusting deafult sword to new look
- | * e9d53fb - marekk42, 16 godzin temu : slight texture changes in default (dir 0) armor (breastplate) and head
- | * 8857119 - ememustang, 16 godzin temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
- | | \
- | | * 33231b2 - marekk42, 17 godzin temu : changes in measurements (mostly boots and hands)
- | | * | 600b172 - ememustang, 16 godzin temu : updated project statistics
- | | * | | 02e71c6 - Trenek, 11 godzin temu : update
- | | /
- | | /
- | * | 3454121 - Trenek, 19 godzin temu : changed tests naming scheme - removed "test of "
- | * | 4211768 - Trenek, 19 godzin temu : Dodano Instrukcję Kompilacji
- | * | db790cb - Trenek, 19 godzin temu : changed CUnit headers localization
- | * | c62fa00 - Trenek, 20 godzin temu : minor fix
- | * | d7427b3 - Trenek, 20 godzin temu : removed unimportant files from CUnit
- | * | 070829a - Trenek, 20 godzin temu : removed unimportant files from dependencies
- | /
- * f265993 - ememustang, 21 godzin temu : added statistics of github project
- * a3f99e6 - ememustang, 21 godzin temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
- | \
- | * 46c9232 - marekk42, 21 godzin temu : new deafult texture set (right foot)
- | * 185f1a3 - marekk42, 21 godzin temu : new deafult texture set (right leg)
- | * 1740e5e - marekk42, 21 godzin temu : new deafult texture set (left leg)
- | * d13fd38 - marekk42, 21 godzin temu : new deafult texture set (left foot)

| * 5d7ab47 - marekk42, 21 godzin temu : moving template (white) sets of legs and feet to last position on list
| * 2374690 - Trenek, 21 godzin temu : bugfix
| * 8c1e1ed - Trenek, 22 godziny temu : prowizoryczna naprawa
| * 0c0c134 - Trenek, 22 godziny temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
| \\
| | * 6ba2410 - marekk42, 22 godziny temu : torso new default set upload
| | * 4596558 - marekk42, 22 godziny temu : right hand new default set upload
| | * c0cc684 - marekk42, 22 godziny temu : left hand new default set upload
| | * 627f425 - marekk42, 22 godziny temu : right arm new default set upload
| | * ef28254 - marekk42, 22 godziny temu : left arm new default set upload
| | * 5718976 - marekk42, 22 godziny temu : Moving blank body textures to the last position due to upcoming upload of default textures
| * | 62ab6d5 - Trenek, 22 godziny temu : updated CUnit library
| /
| * 194136e - Trenek, 23 godziny temu : fixed helmet0
| * ad07836 - marekk42, 23 godziny temu : replacing wrongly placed texture
| * bac9509 - marekk42, 23 godziny temu : *merchant head
| * e048d42 - marekk42, 23 godziny temu : replacing default and merchant's head with reworked with reworked ones and "ear fix" to evil head
| * 9b68bd9 - Trenek, 24 godziny temu : improved copying files
| * 21f0140 - Trenek, 25 godzin temu : added copying files from Game
| * 9c65b18 - Trenek, 26 godzin temu : fixed CreateNewSave tests
| * 56ad0bc - Trenek, 26 godzin temu : removed `dane` and `resources`
| * e27ed82 - Trenek, 26 godzin temu : added `saves` folder creation
| * c9c6b77 - Trenek, 27 godzin temu : excluded saves from Game
| * 7122651 - Trenek, 27 godzin temu : added static keyword
| * ac1c9ff - Trenek, 27 godzin temu : removed saves folder
| * bc59915 - Trenek, 28 godzin temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
| \\
| | * 4fd7bf4 - marekk42, 29 godzin temu : adding default rightsleeve set matching new design
| | * 6d478ad - marekk42, 29 godzin temu : adding default left sleeve set matching new design
| | * 795b6cf - marekk42, 29 godzin temu : adding default pants set matching new design
| | * 9de7782 - marekk42, 30 godzin temu : deleting old default sleeves and pants
| | * 0924bb2 - marekk42, 30 godzin temu : fixed last replacement
| | * 7c47b0b - marekk42, 30 godzin temu : fixed last replacement
| | * c31891d - marekk42, 30 godzin temu : replacement of torso
| | * bf1f0e7 - marekk42, 30 godzin temu : adding template right leg set matching new design
| | * 15d89ec - marekk42, 30 godzin temu : adding template right hand set matching new design
| | * 3d3f005 - marekk42, 30 godzin temu : adding template right foot set matching new design
| | * 3bea983 - marekk42, 30 godzin temu : adding template right arm set matching new design
| | * 4068670 - marekk42, 30 godzin temu : adding template left leg set matching new design

|| * e3a5c9e - marekk42, 30 godzin temu : adding template left hand set matching new design
|| * 6adff7d - marekk42, 30 godzin temu : adding template left foot set matching new design
|| * 32c7f12 - marekk42, 30 godzin temu : adding template left arm set matching new design
|| * ea4f154 - marekk42, 30 godzin temu : replacing template body parts with template body parts matching new design (deleting old files)
|| * 246dd54 - marekk42, 31 godzin temu : Replacing default/template armor (breastplate, helmet and boots) with new set that matches new design
|| * 6b66eaf - marekk42, 32 godziny temu : slight change in "0.png" wall texture
|| * f8c7cec - marekk42, 2 dni temu : upload of reworked head sets (template + villain)
|| * 393db72 - marekk42, 2 dni temu : making space for reworked textures
| * | 464c055 - Trenek, 28 godzin temu : fixed
|/
| * 3070e61 - Trenek, 2 dni temu : removed HERE file
| * 00ae277 - Trenek, 2 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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|| * 2aa731e - MSkrobot, 2 dni temu : Changed test documentation
| * | a347653 - Trenek, 2 dni temu : fixed fight
| * | 867d2e4 - Trenek, 2 dni temu : ESC quitting removed
|/
| * 907d546 - Trenek, 2 dni temu : excluded bad characters
| * 50c448d - Trenek, 2 dni temu : fixed texture update
| * e5688e7 - Trenek, 2 dni temu : bugfix
| * | 3e31789 - ememustang, 21 godzin temu : added logs from github
|/
| * 6c56cf9 - ememustang, 3 dni temu : added Software Requirement Specification
| * c973103 - marekk42, 3 dni temu : weapon drawing order change (behind hand/glove)
| * f98d36d - marekk42, 3 dni temu : rearranged character drawing order
| * 2c11728 - MSkrobot, 3 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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| * bb0922e - ememustang, 3 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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|| * f348fb2 - Trenek, 3 dni temu : reverted if
|| * 2261db7 - Trenek, 3 dni temu : reverted button text
|| * d8f3e16 - Trenek, 3 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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||| * 3176251 - marekk42, 3 dni temu : upload left boot textures
||| * | 4b55308 - Trenek, 3 dni temu : fixed unnecessary change
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||| * 4ee365b - Trenek, 3 dni temu : update
||| * 08bd463 - Trenek, 3 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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||| * d51624f - marekk42, 3 dni temu : upload right bot textures
||| * 138a43e - marekk42, 3 dni temu : torso textures (skin/shirt color matching)
||| * 1a5ebdc - marekk42, 3 dni temu : upload left hand textures

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| | | * 23f5159 - marekk42, 3 dni temu : upload right hand textures
| | | * 2935525 - marekk42, 3 dni temu : Upload of pants textures
| | * | f65b8fb - Trenek, 3 dni temu : uzupełnienie i bugfix
| * | | 2a38854 - ememustang, 3 dni temu : dodano diagramy czynnosci
* | | | 92d3c43 - MSkrobot, 3 dni temu : Added test documentation
| | | /
| | /
* | | 3a35cce - MSkrobot, 3 dni temu : Added handling for incorrect save file name
* | | fbb58ec - MSkrobot, 3 dni temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| \ \
| * | | aa09956 - marekk42, 3 dni temu : new right leg textures
| * | | dc99a64 - marekk42, 3 dni temu : new lef leg textures
| * | | f85803f - marekk42, 3 dni temu : new right arm textures
| * | | f17ee53 - marekk42, 3 dni temu : new left arm textures
| * | | 199994c - marekk42, 3 dni temu : new torso textures
* | | | 3f4c8d0 - MSkrobot, 3 dni temu : Added tests for creating new save
| / / /
* | | 285b164 - marekk42, 3 dni temu : new right foot textures
* | | 4c3feae - marekk42, 3 dni temu : new left foot textures
* | | 42e3217 - marekk42, 3 dni temu : new head textures
* | | 15ad4ee - marekk42, 3 dni temu : left sleeves set upload
* | | e0f5b30 - marekk42, 3 dni temu : right sleeve set upload
| /
| /
* | e3855d4 - Trenek, 3 dni temu : int -> void
* | b099679 - MSkrobot, 3 dni temu : Merge branch 'master' of https://github.com/Trenek/
IO-Project
| \
| * 80c12b9 - ememustang, 3 dni temu : Added use case diagram to Documentation
| * 22e9301 - Trenek, 3 dni temu : moved tests to test folder
* | 49a2508 - MSkrobot, 3 dni temu : Next tests
| /
* d49f877 - MSkrobot, 3 dni temu : Next tests
* 52fabad - MSkrobot, 3 dni temu : Added music
* 45c87d3 - MSkrobot, 3 dni temu : Merge branch 'master' of https://github.com/Trenek/
IO-Project
| \
| * 981a470 - ememustang, 3 dni temu : Added class diagrams
| * da38ed6 - ememustang, 3 dni temu : Dodano nowe pliki do folderu Documentation
| * c9c9f25 - marekk42, 3 dni temu : add breastplate texture
| * 11171aa - marekk42, 3 dni temu : add right boot texture
| * 7f587de - marekk42, 3 dni temu : add left boot textures
* | 1426227 - MSkrobot, 3 dni temu : New tests
| /
* 77174c4 - marekk42, 3 dni temu : add pants texture
* cb076b6 - marekk42, 3 dni temu : left sleeve texture (upload)
* 741984b - marekk42, 3 dni temu : right sleeve texture
* 41d22c3 - marekk42, 3 dni temu : torso textures set
* b64bd4e - marekk42, 3 dni temu : right hands texture set
* 96d8c16 - marekk42, 3 dni temu : left hands texture set

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* 54c1c74 - Trenek, 3 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>

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| * e910ae4 - marekk42, 3 dni temu : Reupload of left glove textures
| * 6aa8895 - marekk42, 3 dni temu : Reupload of right glove textures
| * 57b0c2a - marekk42, 3 dni temu : Revert "Add right gloves texture set"
| * 3597585 - marekk42, 3 dni temu : Revert "Add left gloves textures"
| * 6b13672 - marekk42, 3 dni temu : Reupload of helmets
| * 38d1b9f - marekk42, 3 dni temu : Revert "Helmet sets"
| * cb93f7e - marekk42, 3 dni temu : Right arm textures upload
| * c8361ad - marekk42, 3 dni temu : upload left arm textures
| * 2b24bfd - marekk42, 3 dni temu : upload remaining right leg textures
| * 59a4153 - marekk42, 3 dni temu : left leg texture set
| * ecaa34c - marekk42, 3 dni temu : Right leg texture set
| * 9c4d6e6 - marekk42, 3 dni temu : Renew right feet textures
| * e11420a - marekk42, 3 dni temu : Revert "right feet texture set"
| * 243f75b - marekk42, 3 dni temu : right feet texture set
| * 6a25939 - marekk42, 3 dni temu : left feet texture set
| * e56de17 - marekk42, 3 dni temu : new wall texture
| * 26e2054 - marekk42, 3 dni temu : new ceiling
| * af94c16 - marekk42, 3 dni temu : new floor textures
| * 0252c70 - marekk42, 4 dni temu : new floor
| * 1935ae5 - marekk42, 4 dni temu : new walls
| * 1642ed5 - marekk42, 4 dni temu : new ceiling
* | bab56c5 - Trenek, 3 dni temu : Added Documentation Folder

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* 63e6fc1 - Trenek, 4 dni temu : removed buffer
* 03fac1d - Trenek, 4 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>

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| * 7149877 - marekk42, 4 dni temu : Add right gloves texture set
| * a6e5121 - marekk42, 4 dni temu : Add left gloves textures
* | 30d9daa - Trenek, 4 dni temu : fixed naming scheme

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* df38b34 - Trenek, 4 dni temu : int -> CU_ErrorCode
* 13c85a3 - Trenek, 4 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>

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| * e582191 - marekk42, 4 dni temu : couple items (potions + non re-worked apple)
| * 1eb4c9b - marekk42, 4 dni temu : Add ceiling textures
| * d8fe117 - marekk42, 4 dni temu : New head texture
| * 732c6c9 - marekk42, 4 dni temu : Helmet sets
* | 2263254 - Trenek, 4 dni temu : Improved Fight Behaviour

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* f148030 - Trenek, 4 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>

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| * 3bdbbc28 - marekk42, 4 dni temu : Add couple weapons
| * 3595df1 - marekk42, 4 dni temu : First Version of Movement Body Textures Template
* | dc729b2 - Trenek, 4 dni temu : Added Automatic Enemy Responses

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* 599da3c - Trenek, 4 dni temu : added static

- * 64dfd44 - Trenek, 4 dni temu : removed unnecessary warning exceptions
- * 691aefa - marekk42, 4 dni temu : Add floor texture
- * 162ac71 - marekk42, 4 dni temu : Add wall textures
- * 4c44d74 - Trenek, 5 dni temu : moved setup up
- * 54b1814 - Trenek, 5 dni temu : stylistic change
- * 0aa03ab - Trenek, 5 dni temu : stylistic improvement
- * d7e3221 - Trenek, 5 dni temu : deleted debug printf
- * 4e69f1d - MSkrobot, 5 dni temu : Added CalculateButtonPosition() tests
- * 848456e - Trenek, 5 dni temu : updated file structure
- * 68c9d4b - Trenek, 5 dni temu : fixed new textures
- * 53af170 - Trenek, 5 dni temu : bugfix
- * 93183bc - Trenek, 5 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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- | * 62841ed - marekk42, 5 dni temu : Add two sets of head textures and a temporary one
- * | 009cb51 - Trenek, 5 dni temu : added tests.h
- | /
- * 7bd30e6 - Trenek, 5 dni temu : Stylistic change
- * b10f5ca - Trenek, 6 dni temu : Quick Correction
- * 008db3a - Trenek, 6 dni temu : Proper IO-Project -> Game Code
- * 2edf0dd - Trenek, 6 dni temu : Added return 0
- * 286c62e - Trenek, 6 dni temu : IO_Project -> Game Code
- * d3c5ef2 - Trenek, 6 dni temu : removed debug text
- * 36cb0ab - Trenek, 6 dni temu : int -> void
- * 024b4cc - Trenek, 6 dni temu : cleanup
- * 23909aa - Trenek, 6 dni temu : Changed IO-Project into library
- * 71d1303 - Trenek, 6 dni temu : folder recreation
- * 706b8f0 - Trenek, 6 dni temu : moved test_achivements to correct project
- * 59c3323 - Trenek, 6 dni temu : Cleanup
- * afe683f - Trenek, 6 dni temu : configuration
- * 19a2bc4 - Trenek, 6 dni temu : fixed Release compiling
- * c447b6f - Trenek, 6 dni temu : Added Testing Project
- * 4bc4f22 - MSkrobot, 6 dni temu : Fixed dependencies v2
- * e759401 - MSkrobot, 6 dni temu : CUnit dependencies fix
- * cf74651 - MSkrobot, 6 dni temu : Added CUnit to dependencies
- * 1d1423a - Trenek, 6 dni temu : moved raylib to separate folder
- * 861259b - Trenek, 6 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
- | \
- | * efc9347 - marekk42, 6 dni temu : Slight change in measurements
- | * cfff8b6 - MSkrobot, 7 dni temu : I commented the #define RUN_TESTS line so it will be set to non-testing mode
- | * cb1b478 - MSkrobot, 7 dni temu : Added instructions on how to switch to testing mode
- | * c272ae2 - MSkrobot, 7 dni temu : Deleted a local path
- | * b12b5b4 - MSkrobot, 7 dni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
- | \
- | * | 379c69b - MSkrobot, 7 dni temu : Added Tests directory with main for testing and few tests for achievements soon there will be more tests
- * || 41aaf32 - Trenek, 6 dni temu : minor change
- | /
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* | 2901848 - Trenek, 7 dni temu : moved some things
* | ec879fb - Trenek, 7 dni temu : minor improvements
* | 2404939 - Trenek, 7 dni temu : fixed warcrimes
|/
* 3aca864 - j-adamczyk, 7 dni temu : tutorial_slide_interface_done
* 0f10b3b - j-adamczyk, 7 dni temu : tutorial_slide_in__progress
* 8a6a863 - Trenek, 8 dni temu : Merge branch 'master' of https://github.com/Trenek/IO-
Project
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| * 4c32145 - j-adamczyk, 8 dni temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| |\
| * | 3983f1f - j-adamczyk, 8 dni temu : tutorial_in_progress
* || b84955c - Trenek, 8 dni temu : updated camera hitbox
| |/\
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* | df17f3d - Trenek, 8 dni temu : characterCreator fix
* | 5c44a2c - Trenek, 8 dni temu : cleanup
* | 17016a3 - Trenek, 8 dni temu : cleanup
* | 2c497c0 - Trenek, 9 dni temu : Finished Fight
* | 6d19d14 - Trenek, 10 dni temu : fix
* | f137d26 - Trenek, 10 dni temu : Fixed Special Characters
* | c4a3545 - Trenek, 10 dni temu : Added Fighter Labels
|\
| * bdba24d - bkorbiel, 10 dni temu : Merge conflicts
| |\
| * | 2777752 - bkorbiel, 10 dni temu : Create achievements
* || 9b54a9b - Trenek, 10 dni temu : Added Fighter Label
| |/\
|/
* | 3abd2a2 - j-adamczyk, 10 dni temu : samouczek_in_progress
* | e67e179 - Trenek, 11 dni temu : hitbox improvement
* | e0f03c1 - Trenek, 12 dni temu : Added Celling and improved hitboxes
* | 4bd9a52 - Trenek, 12 dni temu : minor style improvement
* | 8e3f2c6 - Trenek, 12 dni temu : improved character creator behaviour
|/
* 79d8b67 - Trenek, 13 dni temu : bugfix
* a16b48b - Trenek, 13 dni temu : improved filters and other minor stuff
* c128868 - Trenek, 13 dni temu : Moved Objects from loaded from save files to SaveFile
structure
* 6d7173b - Trenek, 13 dni temu : Bug fix + name changes
* cacf658 - Trenek, 13 dni temu : fixed merge error
* faab8e5 - Trenek, 13 dni temu : Merge branch 'master' of https://github.com/Trenek/
IO-Project
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| * eb8c2ed - bkorbiel, 13 dni temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * | 4529e6d - bkorbiel, 13 dni temu : Added bob rotation feature
* || afe3689 - Trenek, 13 dni temu : moved all resources to Resources struct
| |/\
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- * | 9704f8e - Trenek, 13 dni temu : Fixed Body Parts
- |/
- * 2a9dcfd - Trenek, 13 dni temu : Implemented camera hitboxes
- * 999ea5f - Trenek, 2 tygodnie temu : better camera implementation
- * 85a30d2 - Trenek, 2 tygodnie temu : Added Wall Hitbox
- * 75c7be8 - Trenek, 2 tygodnie temu : Added Walls
- * 10f591b - Trenek, 2 tygodnie temu : Added Floors
- * 6eab7d7 - Trenek, 2 tygodnie temu : modified drawing
- * 2a6f32f - marekk42, 2 tygodnie temu : Update armorMeasurements.txt
- * 7b735e0 - Trenek, 2 tygodnie temu : fixed texture
- * e47e978 - marekk42, 2 tygodnie temu : Rename BootRight.png to 0.png
- * 3ad9d48 - marekk42, 2 tygodnie temu : Deleting faulty file
- * fecb0f4 - marekk42, 2 tygodnie temu : Add files via upload
- * 670b829 - marekk42, 2 tygodnie temu : Uploading corrected file into adequate directory
- * 7e56291 - marekk42, 2 tygodnie temu : Add files via upload
- * 067a345 - marekk42, 2 tygodnie temu : deleting faulty file
- * 74d6cb8 - marekk42, 2 tygodnie temu : Update armorMeasurements.txt
- * 8e661ec - Trenek, 2 tygodnie temu : removed useless loop
- * 62cd4e8 - Trenek, 2 tygodnie temu : trimed unused textures
- * 3df38f2 - Trenek, 2 tygodnie temu : fixed bob position
- * 5ffc4cf - Trenek, 2 tygodnie temu : added Bob in characterCreator
- * 67ff08c - Trenek, 2 tygodnie temu : fixed button
- * cddaecb - Trenek, 2 tygodnie temu : Got rid of \u0107
- * b9df6d2 - Trenek, 2 tygodnie temu : nSlideBox
- * 7294f48 - Trenek, 2 tygodnie temu : Fixed sketchy code
- * 08b353d - Trenek, 2 tygodnie temu : added textures
- * 3bfc38b - Trenek, 2 tygodnie temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
- | \
- | * f4d3122 - marekk42, 2 tygodnie temu : change dir
- | * 924d788 - marekk42, 2 tygodnie temu : change dir
- | * 1d52ceb - marekk42, 2 tygodnie temu : change dir
- | * 144e72d - marekk42, 2 tygodnie temu : change dir
- | * c509d0b - marekk42, 2 tygodnie temu : change dir
- | * 98f7b65 - marekk42, 2 tygodnie temu : change dir
- | * 749ae79 - marekk42, 2 tygodnie temu : change dir
- | * f587e59 - marekk42, 2 tygodnie temu : change dir
- | * 2cfe9e2 - marekk42, 2 tygodnie temu : change dir
- | * 7887e18 - marekk42, 2 tygodnie temu : change dir
- | * 5842243 - marekk42, 2 tygodnie temu : change dir
- | * dd13c45 - marekk42, 2 tygodnie temu : add dir
- | * c9bf1bd - marekk42, 2 tygodnie temu : Rename character's sprite template/Armor/Gloves.png to character's sprite template/Armor/Armor Front/Gloves.png
- | * 8f769f0 - marekk42, 2 tygodnie temu : Add dir
- | * 1589fec - marekk42, 2 tygodnie temu : Add directory
- | * 041609d - marekk42, 2 tygodnie temu : Add files via upload
- * | 50c383e - Trenek, 2 tygodnie temu : code restructurisation for character creator
- |/
- * e5d7151 - bkorbiel, 2 tygodnie temu : improve characterCreator
- * ee8a5a4 - Trenek, 2 tygodnie temu : shop bug fix
- * e04c142 - Trenek, 2 tygodnie temu : some fixes
- * f4023ea - Trenek, 2 tygodnie temu : Added Death Screen

- * 568e141 - Trenek, 2 tygodnie temu : little bugfix
- * 7efadd3 - Trenek, 2 tygodnie temu : Fully Implemented Shop
- * b59e76a - Trenek, 2 tygodnie temu : removed old textures
- * 1e055c8 - Trenek, 2 tygodnie temu : Created Shop Interface
- * 488e99c - Trenek, 3 tygodnie temu : const update
- * b92c728 - Trenek, 3 tygodnie temu : removed useless variable
- * a451aff - Trenek, 3 tygodnie temu : changes
- * fc15154 - Trenek, 3 tygodnie temu : merge -_-

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- | * 4821d13 - bkorbiel, 3 tygodnie temu : Merged

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- | * | e995938 - bkorbiel, 3 tygodnie temu : Created characterCreator
- * | | 0afd3bb - Trenek, 3 tygodnie temu : shop prototype

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- * | 74a6c2e - Trenek, 3 tygodnie temu : Finilized Equipment
- * | 07a70f7 - Trenek, 3 tygodnie temu : Equipment Rework Pair Programming

~~github.com/NorbertKoziana

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- * 1d8856a - Trenek, 3 tygodnie temu : little update
- * a27608e - Trenek, 3 tygodnie temu : some music with titles
- * 742a3df - Trenek, 3 tygodnie temu : removed achivements forward declaration
- * 6e43a8c - Trenek, 3 tygodnie temu : removed useless thing
- * baeb212 - Trenek, 3 tygodnie temu : removed achivements
- * db2f1f1 - Trenek, 3 tygodnie temu : added isActive functionality to button
- * 5a15276 - Trenek, 3 tygodnie temu : commented it out since it was annoying
- * e0bc597 - Trenek, 3 tygodnie temu : added primitive chase
- * 4f33a71 - Trenek, 3 tygodnie temu : small fix
- * 844bd1e - Trenek, 3 tygodnie temu : Implemented "Save Game" Functionality
- * 2fb1dab - Trenek, 3 tygodnie temu : Merge branch 'master' of https://github.com/Trenek/IO-Project

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- | * 855a42b - marekk42, 3 tygodnie temu : change in coordinate y
- * | acde0f3 - Trenek, 3 tygodnie temu : Impremented New Game Creation

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- * 5a69f19 - Trenek, 3 tygodnie temu : Settings, fullScreenState: Button -> SlideBox
- * f584ff0 - Trenek, 3 tygodnie temu : Fixed Merge Error
- * 58f7d3d - Trenek, 3 tygodnie temu : Merge branch 'master' of https://github.com/Trenek/IO-Project

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- | * 6b3644f - marekk42, 3 tygodnie temu : Added Weapon Texture
- | * b21c509 - Milosz, 3 tygodnie temu : tutorialSlide fix
- * | 1b29130 - Trenek, 3 tygodnie temu : Complete ChoiceBox Rework

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- * 29ddeb2 - marekk42, 3 tygodnie temu : Update armorMeasurements.txt leveling with HELMET
- * 39f46f8 - marekk42, 3 tygodnie temu : Update bodyMeasurements.txt lower textures
- * 542aa30 - Trenek, 3 tygodnie temu : Merge branch 'master' of https://github.com/Trenek/IO-Project

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- | * 27c742f - Milosz, 3 tygodnie temu : Merge branch 'master' of https://github.com/Trenek/IO-Project

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| * | 27ee13c - Milosz, 3 tygodnie temu : tutorialSlide update
* | | b6667fa - Trenek, 3 tygodnie temu : Finished Equipment
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| * | e4f8624 - Trenek, 3 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * 23cefbba - Milosz, 3 tygodnie temu : choiceBox update
* | 23f60ca - Trenek, 3 tygodnie temu : Equipment Update
| /
* cd0afee - Trenek, 3 tygodnie temu : Improved Dialog and connected dialog to fight
* cc394b5 - Trenek, 3 tygodnie temu : Proper Dialog Implementation
* 9ff7e3d - Trenek, 3 tygodnie temu : Pauza Modification
* eaf2c4b - Trenek, 3 tygodnie temu : Proper Implementation of Settings
* fac96d0 - Trenek, 3 tygodnie temu : update
* 6e4a091 - marekk42, 3 tygodnie temu : data change
* b19b568 - marekk42, 3 tygodnie temu : Update DistancesLeftRight.txt data change
* dec9ec6 - marekk42, 3 tygodnie temu : Add files via upload
* 5765288 - Trenek, 3 tygodnie temu : changes
* 4fd27d8 - Trenek, 3 tygodnie temu : changes
* fb57ce3 - Trenek, 3 tygodnie temu : fix
* 9864fa5 - Trenek, 3 tygodnie temu : fix
* 507e7f7 - Milosz, 3 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * 31bdeeb - marekk42, 3 tygodnie temu : Add files via upload
* | 19dccc8 - Milosz, 3 tygodnie temu : choiceBox tmp
| /
* 5db99bc - Trenek, 3 tygodnie temu : CalculateChoiceBoxPosition fix
* 317119d - Milosz, 3 tygodnie temu : choiceBox tmp
* 1b14e3d - Trenek, 3 tygodnie temu : abstraction level up
* 4216779 - Trenek, 3 tygodnie temu : character rendering improvement
* 7174b17 - Trenek, 3 tygodnie temu : improvement
* 520c504 - Trenek, 3 tygodnie temu : equipmentBox little improvement
* 90c190f - Trenek, 3 tygodnie temu : finalized inputBox
* 1d91adc - Trenek, 3 tygodnie temu : small change
* d8cebbf - Trenek, 3 tygodnie temu : some changes
* 7268bc0 - Trenek, 4 tygodnie temu : choice and slide box minor changes
* 0f82782 - Trenek, 4 tygodnie temu : npc + playInfo change
* 240d977 - Trenek, 4 tygodnie temu : removed useless struct
* de88803 - Trenek, 4 tygodnie temu : proper character implementation
* 7491a77 - Milosz, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * 0d490fd - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| | * a7b4ffe - BKorbiel, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| | * | 326926c - BKorbiel, 4 tygodnie temu : Fix

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| * || 5bd0598 - Trenek, 4 tygodnie temu : freeing memory
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| * | 203533b - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| | * 0c6c972 - BKorbiel, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| | * 634139e - marekk42, 4 tygodnie temu : Add files via upload
| | * 2fa4f3c - marekk42, 4 tygodnie temu : Add files via upload
| | * | b7699da - BKorbiel, 4 tygodnie temu : Merge
| | \
| | * | 4615f85 - BKorbiel, 4 tygodnie temu : Created equipment
| * || a927a07 - Trenek, 4 tygodnie temu : Bug Update
* || | c3b8ffe - Milosz, 4 tygodnie temu : ladnie ^^
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| * || 1151ab6 - Milosz, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * | edaea3a - Trenek, 4 tygodnie temu : changes i guess
| * | f42e6ca - Trenek, 4 tygodnie temu : fixed defines
| * | 71cde6a - Trenek, 4 tygodnie temu : selectionBox -> slideBox
| * | f342daa - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| | \
| * || 3aee956 - Trenek, 4 tygodnie temu : little choiceBox changes
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| * || df1ea68 - Milosz, 4 tygodnie temu : tutorialSlide in progress
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| * | 6121c65 - Milosz, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| | \
| * | e3319ce - marekk42, 4 tygodnie temu : Add files via upload
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| * / 96c3c6b - Milosz, 4 tygodnie temu : added tutorialSlide
| | |
| * f64cbdf - Milosz, 4 tygodnie temu : added choiceBox to menuElements
| * c83f666 - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * | ce132a6 - Milosz, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * | f4bde68 - Milosz, 4 tygodnie temu : added ChoiceBox
| * || cae31d7 - Trenek, 4 tygodnie temu : SlideBox changes
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| * | e0f7c32 - Trenek, 4 tygodnie temu : added menuElements.h

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* | 9608712 - Trenek, 4 tygodnie temu : selectionBox.h fix
* | 90c15ae - Trenek, 4 tygodnie temu : Delete IO Project/selectionBox.h
* | acb7fc6 - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| \
| * \ 7570a20 - BKorbiel, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| | \
| * || dc7b65a - BKorbiel, 4 tygodnie temu : Created selectionBox
* ||| 2d53703 - Trenek, 4 tygodnie temu : fight update
| | /
| / |
* || 475b772 - Trenek, 4 tygodnie temu : BLINK_INTERVAL macro instead of value
* || 403d3f8 - Trenek, 4 tygodnie temu : Zmiana Koloru Migacza
| /
* | 246519c - Trenek, 4 tygodnie temu : renderer fix
* | de783c0 - Trenek, 4 tygodnie temu : inputBox improvement
| /
* cc781a1 - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
| \
| * 3129b8f - marekk42, 4 tygodnie temu : Add files via upload
* | 6a80a86 - Trenek, 4 tygodnie temu : UTF-8 fix
| /
* 14a8227 - Trenek, 4 tygodnie temu : improved inputBox
* 8ac3d82 - Trenek, 4 tygodnie temu : inputBox revision
* 93158a8 - Trenek, 4 tygodnie temu : stylistic change
* c9dd3d6 - Trenek, 4 tygodnie temu : added comment
* 740b21d - Trenek, 4 tygodnie temu : little button change
* 5563e60 - Trenek, 4 tygodnie temu : Merge branch 'master' of https://github.com/
Trenek/IO-Project
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| * b938d12 - marekk42, 4 tygodnie temu : Rename gui projects/ZapiszGręV3wymiar.png
to gui projects/ZapiszGrę/ZapiszGręV3wymiar.png
| * 64326ab - marekk42, 4 tygodnie temu : add directory
| * 859290f - marekk42, 4 tygodnie temu : add directory
| * d05cf92 - marekk42, 4 tygodnie temu : Add files via upload
* | 4600f1e - Trenek, 4 tygodnie temu : Improved Button
| /
* 9404008 - Trenek, 4 tygodnie temu : changed gui projects location
* 411603d - BKorbiel, 4 tygodnie temu : Create inputBox
* 0e713e0 - marekk42, 4 tygodnie temu : Add files via upload
* e4e7856 - marekk42, 4 tygodnie temu : Add files via upload
* 76451e0 - Trenek, 4 tygodnie temu : input and choice box files
* b8fdd93 - Trenek, 4 tygodnie temu : simplified and improved renderer logic and variable
names
* 4fdeb72 - Trenek, 4 tygodnie temu : Explore and Fight Update
* c7ce4fc - Trenek, 5 tygodni temu : update
* 7aadd3b - Trenek, 5 tygodni temu : Fixed Memory Leak
* 710611c - Trenek, 5 tygodni temu : minor modification
* 7e68c85 - Trenek, 5 tygodni temu : Plan Struktury Plików
* 8ec6329 - Trenek, 5 tygodni temu : removed unnecessary include

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- * 043a09a - Trenek, 5 tygodni temu : minor style improvement
- * cb262d0 - Trenek, 5 tygodni temu : press p to pause
- * cfa8431 - Trenek, 5 tygodni temu : folder name change menuInfo -> state
- * 9e66cf3 - Trenek, 5 tygodni temu : Restructurization
- * a2bf9f8 - Trenek, 5 tygodni temu : małe poprawki
- * b719e27 - ememustang, 5 tygodni temu : funkcja explore została dodana
- * d0e738b - Trenek, 5 tygodni temu : Dodanie znaków interpunkcyjnych
- * 7a2ce0a - Trenek, 5 tygodni temu : 1000 -> 100
- * 598f4c7 - Trenek, 5 tygodni temu : further cleaning up main
- * a1df78d - Trenek, 5 tygodni temu : Separation of loading settings and initialization of window
- * 1bbb514 - Trenek, 5 tygodni temu : Minor Restructurization
- * 5d9c583 - Trenek, 5 tygodni temu : Dodanie projektu struktury plików
- * 02d0e82 - Trenek, 5 tygodni temu : "Wczytaj" changes state to PLAY instead of LOAD_GAME
- * 528c99e - Trenek, 5 tygodni temu : indentation fix
- * b466f5c - Trenek, 5 tygodni temu : ANSI -> UTF-8 encryption of loadGame.c
- * 1a2fedf - MSkrobot, 5 tygodni temu : Added load game
- * c1c98f3 - MSkrobot, 5 tygodni temu : Added load game
- * f026e49 - Trenek, 5 tygodni temu : restart click
- * b34c2da - marekk42, 5 tygodni temu : Update settings.c
- * 1271e26 - marekk42, 5 tygodni temu : enable settings
- * 8a037cd - marekk42, 5 tygodni temu : Update settings.c
- * 8ea6177 - Trenek, 5 tygodni temu : addition of missing things
- * 779a053 - Trenek, 5 tygodni temu : typo
- * ff77981 - Trenek, 5 tygodni temu : fix
- * f25abbe - Trenek, 5 tygodni temu : Merge branch 'master' of <https://github.com/Trenek/IO-Project>
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- | * a247cff - Milosz, 5 tygodni temu : fix
- * | fc3f0d7 - Trenek, 5 tygodni temu : achievements typo fix
- | /
- * 4e8462d - Milosz, 5 tygodni temu : add achievements
- * 51c0fbf - Trenek, 6 tygodni temu : little fix
- * e18ab01 - Trenek, 6 tygodni temu : menuElement -> button
- * e0021dc - Trenek, 6 tygodni temu : new play structure
- * 7ed1fba - Trenek, 6 tygodni temu : Preloading Fonts
- * 0b0f6fe - Trenek, 6 tygodni temu : removed comment
- * 9c802dc - Trenek, 6 tygodni temu : UTF-8
- * eaaf4f2 - Trenek, 6 tygodni temu : C17
- * 608da62 - BKorbiel, 6 tygodni temu : new game interface initial structure
- * e36b768 - Trenek, 6 tygodni temu : u8
- * 7cae029 - Trenek, 6 tygodni temu : u8
- * 85cde1c - Trenek, 6 tygodni temu : SmallFix
- * 23eff7b - Trenek, 6 tygodni temu : disabled warning
- * b404534 - Trenek, 6 tygodni temu : Reload
- * 049d705 - Trenek, 6 tygodni temu : Szkielet
- * 97fc94f - Trenek, 2 miesiące temu : Wall Level Warnings Update
- * 5263b44 - Trenek, 3 miesiące temu : Proto-Update
- * 187a92c - Trenek, 3 miesiące temu : Proto-Update
- * cd233f5 - Trenek, 3 miesiące temu : removeUseless
- * 71fc886 - Trenek, 3 miesiące temu : Dodaj pliki projektów.

* a042650 - Trenek, 3 miesiące temu : Dodaj .gitattributes i .gitignore.