Documentation of Project

# Downloading and Installing SFML.Net

Download SFML.Net from this website (we are using 32 bit lib for compatibility) :

<https://www.sfml-dev.org/download/sfml.net/>

# Setting up a new project

Follow these instructions to se up project environment in Visual Studio:

<https://instilledbee.wordpress.com/2013/05/12/setting-up-sfml-net-2-0-to-work-with-visual-studio-2012-c-projects/>

# Setting up an existing project (ie the one from Github)

Download SFML.Net from website -> unzip and place in a file at your discretion

Right click the project and select ‘add -> Reference’

Browse for the unzipped SFML.Net folder and select all of the .dll files within the ‘lib’ file