SWE-585 Game Programming
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HW#2 - Godot Game Engine

After successfully compiling the source code of the Godot Game Engine I changed the print_help funtion in the 40.line of main.h file in the main folder to HELP_ME_PLS. Also I added another boolean variable to this function named my_flag. Then I assigned this dummy variable to tru on 2586.line of main.cpp. And I added comments to these lines to find the differences I made. Lastly, I changed icon.png and icon_outlined.png as shown below.
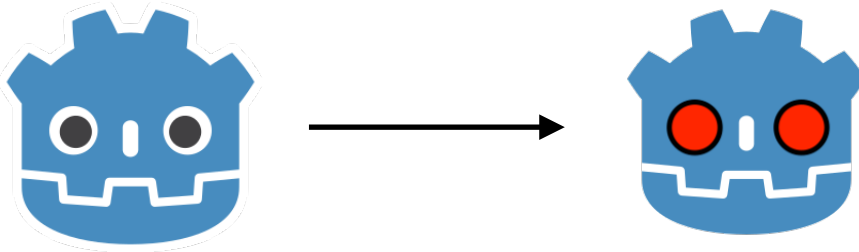
In the end, I created SHA-256 of the "godot.osx.tools.universal" executable file with related command:

$ shasum -a 256 /Desktop/godot/bin/godot.osx.tools.universal

The original file's hash was this:
d5d4f1d2aeb3f9f881faaef0cf349b6bfb79cc777b4a209f39a0ccaf3117dc7a

My file's has was this:
7a55531fe549833856e7d1b079b2940651fa5b15a0e549997bfd19e9e2616b67

After compiling my Godot code I selected the game "2D Lights and Shadows" to test my executable and it ran same as the original.