Required Files:

3Dobjects.cpp/.h

CameraObject.cpp/.h

SaveLoad.cpp/h

fssimplewindow.cpp/.h

ysglfontdata.c/.h

*Only one of the \_Main functions are to be included at a time. They run 2 separate environments using the 3D renderer*

Platformer\_Main.cpp

Will\_Main.cpp

*Data file for platformer level*

Platformer.txt

Instructions to build:

* Add all files in the project folder.
* Include all the files with the exception of the \_Main files in the project environment
  + Add Will\_Main to create a randomized environment showing the shapes we have programmed
  + Add Platformer\_Main to show a game that can be easily made using the code structure we created
* Add \_CRT\_SECURE\_NO\_WARNINGS to the preprocessor definitions to ignore a compile error with strcpy()
* Resolve any pch.h errors by changing the settings in the project properties
* Code should compile without any issue with these steps taken
* Any .txt load files that you want to load if using a .exe need to be in the same folder as the .exe