**NOTE: ADD TO THIS EVERY TIME YOU ADD AN ERROR CODE. TO PREVENT DUPLICATES**

**0.0.1 (SDLOperations.cpp)**

SDL Video failed to initialise

**0.0.2 (SDLOperations.cpp)**

Couldn't create a window

**0.0.3 (SDLOperations.cpp)**

Couldn't initialise SDL\_image

**0.0.4 (SDLOperations.cpp)**

Couldn't create a renderer

**0.0.5 (SDLOperations.cpp)**

Couldn't initialise the mixer

**0.0.6 (SDLOperations.cpp)**

Couldn't initialise TTF Font

**0.0.7 (Sprite.cpp)**

Unable to create texture from surface

**0.0.8 (Sprite.cpp)**

Unable to create surface

**0.0.9 (SDLOperations.cpp)**

Unable to create a temporary gameScreen

**0.0.10 (Animation.cpp)**

Specified frame size larger than image size

**0.1.0 (SDLOperations.cpp)**

Unable to

**1.0.0(Collisions.cpp)**

Bounding box collision failed