

# Space Pixels

Space Pixels is a Shoot'Em Up game developed in C. The code available in this directory corresponds to the basecode of the mid-year project for the first year at ESIEA in 2024-2025.

## Building

### Building for Visual Studio (Windows)

This project was developed for Windows under Visual Studio.

To compile this project, make sure you have correctly installed the following tools:

- [Visual Studio](#) with "Desktop Development in C++" option
- [CMake](#)

Rename the `build_vs.txt` file to `build_vs.bat` and double-click on this file to run the script.

The Visual Studio solution is created in the `_build_vs` folder.

If you wish to compile the project manually, you can run the following commands:

```
mkdir _build_vs
cd _build_vs
cmake .. -G "Visual Studio 17 2022" -A x64
cmake --build . --config Release
```

### Building for linux

Use the following commands to install project dependencies:

```
sudo apt install cmake
sudo apt install libsdl2-dev
sudo apt install libsdl2-image-dev
sudo apt install libsdl2-ttf-dev
sudo apt install libsdl2-mixer-dev
```

Then run the following commands:

```
mkdir _build_linux  
cd _build_linux  
cmake ..  
cmake --build .  
../_bin/application
```

## License

All code produced for this project is licensed under the [MIT license](#). It uses the [SDL2](#), [SDL2\\_image](#), [SDL2\\_mixer](#) and [SDL2\\_ttf](#) libraries.

Licenses for game assets are available in the assets folder.