

util.h

```
/*
 * utilities.h
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 * This is a collection of functions used by several things.
 */

#ifndef UTIL_H
#define UTIL_H
#include <stdint.h>

#define UTIL_SCREEN_WIDTH    320 // Our game screen is 320
#define UTIL_SCREEN_HEIGHT  240 // by 240

// Draws a pixel on the screen.
void util_draw_pixel(uint32_t *framePointer, uint32_t row, uint32_t col, uint32_t color);

#endif /* UTILITIES_H_ */
```