Compile Instructions

- Use g++ or clang++ to compile
- use std=c++11 or higher
  - Example: g++ main.cpp globalVariables.cpp pokemon.cpp -std=c++20
- The program's user experience is optimized for mac
- The program complies on Windows. However, the print file function in line 429 of pokemon.cpp cannot print the ASCII art on a Windows console. So, please comment out the function. So, the game is still playable without images.