**Team**: Syntax\_Error  
**Course**: Engineering Computation 24-780  
**Date**: 11/29  
**Product Name**: Captain Gigabyte

**Compile Instructions: Captain Gigabyte**

Below are the instructions to compile the game and ensure functionality.

**Prerequisites**

**Visual Studio:** Our team primarily used Visual Studio as the Integrated Development Environment (IDE). This guide assumes you have Visual Studio or a similar IDE installed on your device.

**Steps to Compile**

1. Clone or Download the Project to your device.
2. Open the project in Visual Studio (or chosen IDE).
3. Attach the following additional library directories:

* **fssimplewindow.h**: For managing window creation, input handling, and the main game loop.
* **ysglfontdata.h**: Provides rendering of text within the game.
* **yssimplesound.h**: Handles sound for the intro, gameplay, and outro screen as well as sound effects during the game.

1. Ensure the WAV audio files for introMusic, gameMusic, outroMusic, cannonSound, collisionSound, and enemyCannonFireSound are located in the same directory as the execution file for the code.
2. Ensure your system is compatible with OpenGL Libraries. This will be critical to enable the rendering of the 2D graphics for the game.

**Troubleshooting:**

* **Missing Libraries:** If you encounter linker errors, double-check that all necessary .lib files are included in the Additional Dependencies.
* **Header Files Not Found:** Verify that the paths to the header files are correctly specified in the Additional Include Directories.