Team TBD
Super Space Game!
https://github.com/jlangst6/CS302FinalProject

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User Manual

Special Libraries needed to compile SSG:
- SDL2 Library
- SDL2 Image Library
- SDL2 TTF Library
- g++ compiler with c++11 std will also be needed

How to compile SSG:
1. Download these files from the github link above:
   a. Game.cpp
   b. Game.h
   c. main.cpp
   d. Makefile
   e. media (keep the contents in this folder)
2. Once these files are all installed to the same directory, run make to compile
3. Run ./ssg to start playing!

Controls:
Move Left:	A or Left Arrow Key
Move Right:	D or Right Arrow Key
Fire:	F, W, Space, or Up Arrow Key

Press any other key to add 100 points to score (used for debugging/testing increased game speed as score increases)

Known Bugs/Issues:

- If the Fire key is held down for too long, the lasers will continue to fire, creating a continuous green line. Since each laser and each asteroid is an entity, doing this prevents the spawning of new asteroids. If the fire key is held so long that all of the asteroids fall off the screen entirely, then no more asteroids will spawn at all until the fire key is released. This is due to the fact that in our implementation, we don't spawn any asteroids when the size of the entities set is larger than a certain number.
- Not really an issue, but SDL doesn't let you press two keys at once, so you can't hold the left key and shoot a laser at the same time.