The project is based on x86 architecture, because I’ve chose to import 32bit version glfw library.

**Issues:**

1. Prevent memory leak by taking advantage of smart pointers
2. The initialized jumb cable was $50, but it should be 20$ based on document.
3. the "fixCosts" property name in thr Malfunction constructor is not right, it should be "reward", so the programmer will consider this as final reward to give to player, not a cost that reduce from player!
4. In the Player::PrintInventory(), iter->first should be tool\* and iter->second should be int

**Improvements:**

1. Use singleton design pattern for ToolManager instead of global variable
2. Its better to keep header files as clean as possible, so I created related cpp file for headers
3. #pragma once is compiler specific and it’s better to write a portable header guard
4. It’s better to use constructor uniform initializer instead of assignment operator