**Project specification**

**Name:** Arkanoid

**How to play:** move the bar with left/right arrow keys to catch the ball. Try to get as many points as you can. Once you fail to catch the ball, game is over.

**How to install:**

1. Install SFML library.

Note: It requires libsfml-graphics.so.2.4

Instructions: <https://www.sfml-dev.org/tutorials/2.5/>

2. In terminal, under the same directory as makefile, type make to compile.

3. After compile, run

LD\_LIBRARY\_PATH="/path/to/libsfml" ./bin/main.out

Screenshot:

