Readme for Lab 1:

Compilation:

This project is written in standard C and compiles correctly using GCC.

But this project is unable to compile using the default VS Code C/C++ extension compiler configuration on Windows, because that setup does not automatically provide a GCC toolchain.

To compile and run the project, please use GCC from the command line or using MinGW-w64 on Windows.

How to Compile and Run:

Linux/ macOS / WSL / Git Bash:

gcc -Wall -Werror -Wextra main.c game.c session.c utils.c -o sokoban

./sokoban

For Windows:

 gcc -Wall -Wextra game.c session.c utils.c main.c -o sokoban.exe

And after that user has to **enter**: ./sokoban

Note: gcc must be available in the system PATH.

The VS Code "Run" button is **not used** for this project.