

# Nebula Guardian

## Project compilation and launch

To compile and run the application, please, follow these steps :

- **Ensure** the board connection to your PC.
- **Update** **Makefile** with correct IP address of your board.
- **Update** **import paths** in **render\_controller.cpp** and **player.cpp** files.  
(The application needs to import some custom graphic assets from the assets directory. You need to replace current imports with the correct ones for your system)
- From the project's root directory compile and launch the application using **make run** command via terminal.

These steps are necessary to start the application correctly and without any unexpected errors.