Compilation Instructions for WindowsOS
(Windows 10, CodeBlocks 20.03)
// Edits have been made to accommodate for the 25MB limit when sending in e-mail

1. Download and install SFML and follow the instructions in the link below:
http://voyager.deanza.edu/~bentley/cis29/SFML_CodeBlocks.pdf
2. Download the zipped folder named "PinkBeansPackage (Windows OS)" and extract all to your preferred location
3. Download the zipped folder named "BGM" and extract to:
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> application -> game
    -> resources -> Sounds
4. Move the downloaded folder from Step 1 (called SFML-2.5.1) to:
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> libs -> game -> include
5. Create a new Console Application
6. Remove the default "main.cpp" from the project
7. Right click the project name and add the source file located in:
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> application -> game
    -> src -> main
8. Right click the project name and add the header files and SFML header files through:
    -> Properties -> Project's build options -> Search directories -> Compiler
and press "Add"
9. Add the first directory (header files):
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> libs -> game -> include
10. Add the second directory (SFML header files):
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> libs -> game -> include
    -> SFML-2.5.1 -> include
11. To the right of the word "Compiler", select the "Linker" tab and add the library directory and the SFML library directory and press "Add"
12. Add the first directory (library):
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> lib
13. Add the second directory (SFML library):
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> libs -> game -> include
    -> SFML-2.5.1 -> lib
14. Press OK.
15. To the left of the word "Search directories", select the "Linker settings" tab and add the following libraries:
    - pinkbeans
    - sfml-audio
    - sfml-graphics
    - sfml-system
    - sfml-window
16. Press OK
17. On the top row, select "Build targets" and under "Output filename:", press the ellipses to change the directory of the executable file to:
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> bin
18. Press OK
19. Open your file explorer and locate the file directory:
    -> PinkBeansPackage (Windows OS) -> PinkBeansPackage -> application -> game
    -> resources
20. Copy the directory, it should look end with the word "resources" and look something like this:
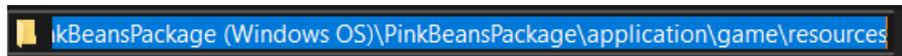
21. Open up the newly added main.cpp
22. In line 33, replace the empty string of the ResourcePath variable with the copied directory and replace the "\" with "/", and add a "/" at the end
23. Compile and Run