

Folders:

binFile: contains necessary binary files that needed.

fonts : font files

Images: textures and pictures.

Sounds: audio files

Include: All the header files (include libs' header files)

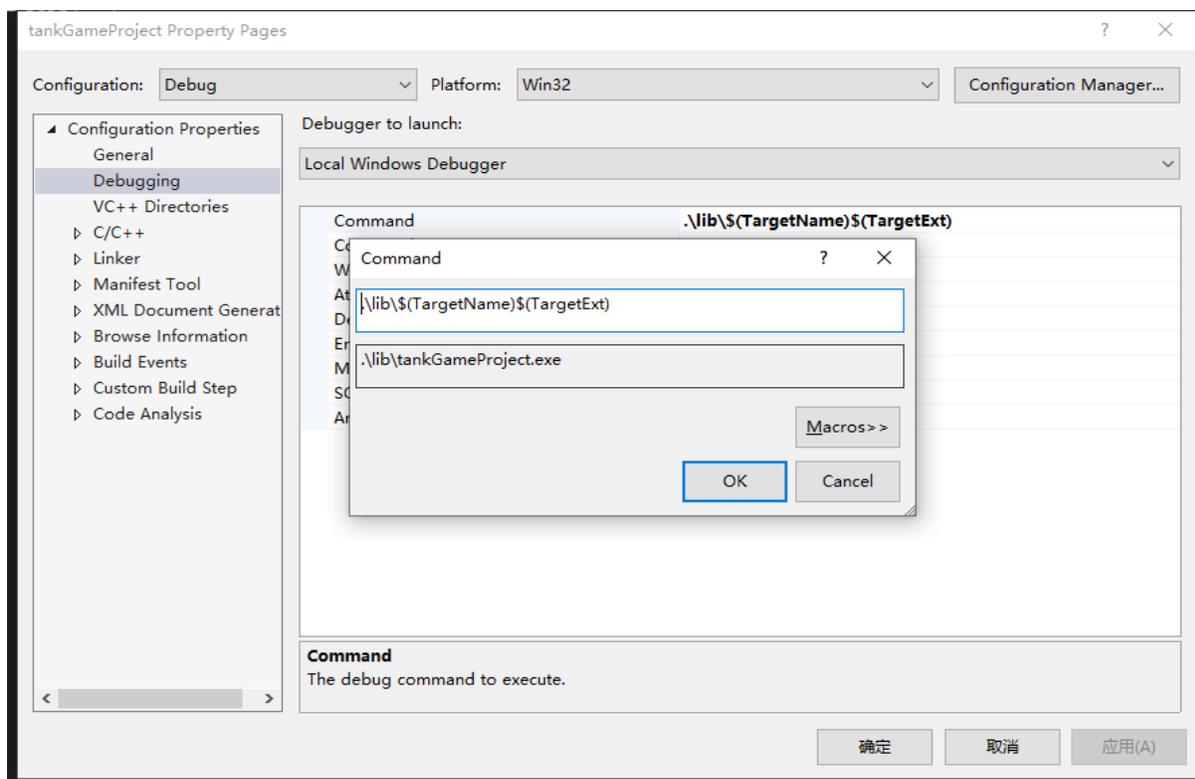
Lib: Dynamic Libraries and our own static libraries. (.exe is also in this folder)

Src: All CPP files (include libs' cpp files)

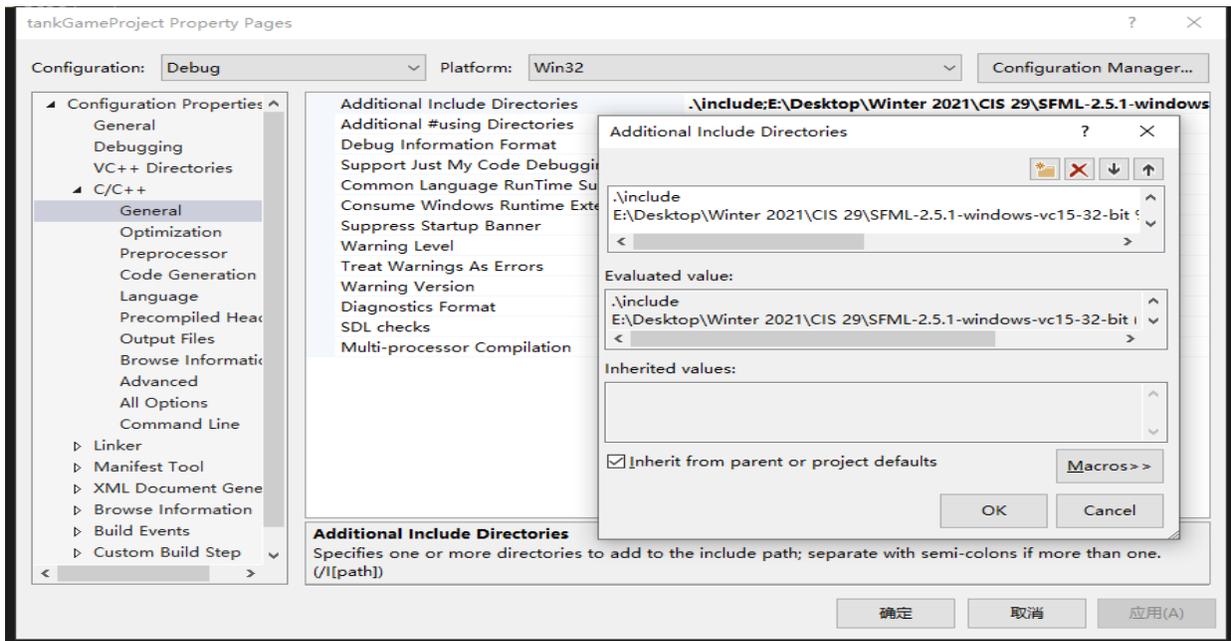
Compilation:

Step 1: Open the .sln file with your MSVC. Make sure it's Debug mode, and it's X86 NOT X64.

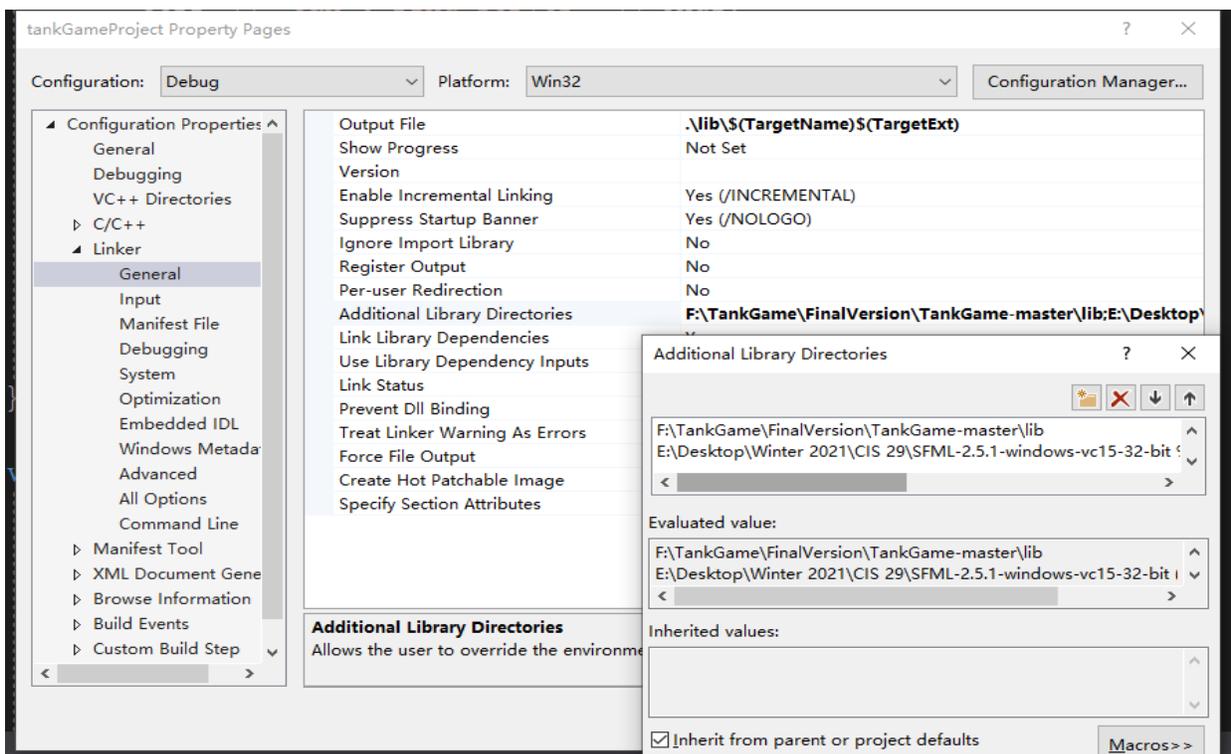
Step 2: Make sure Property->Debugging->Command is .\lib\tankGameProject.exe



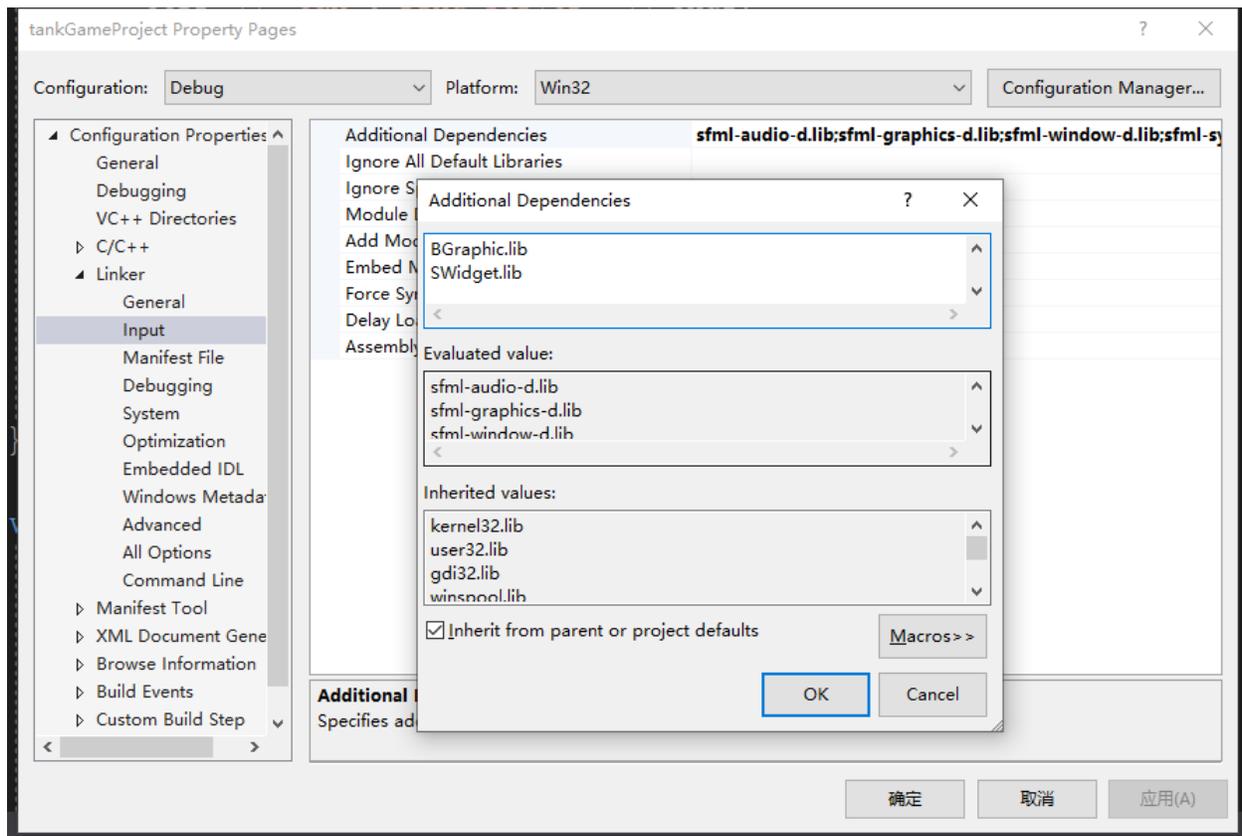
Step3: under C/C++->General-> Additional Include Directories. Make sure that you do not only include the SFML/include, but also include .\include. Because all the header files are under the include folder.



Step4: Under Linker->General->Output File : Make sure it is .lib\tankGameProject.exe. Under Linker->General->Additional Library Directories: Make sure there are not only SFML\lib, But also the main folder's lib folder. Because we have two self-made .lib under that folder.



Step5: Under Lincker->Input->Additional Dependencies. Make sure that you do not only have SFML's libs but also have BGraphic.lib and Swidget. lib.



Step 6: ctrl+F5 enjoy the game!

Note:

Since we have over 20 .h and .cpp files, we have to put those source files in certain folders so that the main folder could be much tidy.

The most tricky thing is that the .exe and .lib files are under the lib folder, please notice that.

Make sure your computer is connected to the internet while you are playing the game. Because it has an online Mode.

If the windows defender jumps out and tells you this .exe file is going to access the internet. Please don't reject.