Compilation Instructions for MacOSX
(macOS Mojave 10.14.x, Xcode 11)

1. Download and install SFML
2. Download the "BGM" zipped folder and extract to (PinkBeansPackage -> application -> game -> resources -> Sounds)
3. Create new project in Xcode and select SFML App
4. Right click on project name in the left and select "Add files to project"
5. Navigate to PinkBeansPackage -> application -> game -> src and select "main.cpp"
   1. Delete the extraneous main.cpp the project automatically created for you
6. Click on project name in the left menu bar
7. Click on "Build Settings" tab at the top
8. At the upper right corner, search for "Other Linker Flags"
9. Add "-lpinkbeans" to the list of existing flags
10. In the PinkBeans package, go to libs -> game
11. At the upper right corner, search for "Library Search Paths"
12. Locate the folder "lib" (PinkBeansPackage -> lib) and copy its full file path
    1. Right click on the target
    2. Hold "option" on the keyboard
    3. Select "Copy xxx as Pathname"
13. Add the full file path from step 11 to the list
14. At the upper right corner, search for "User Header Search Paths"
15. Locate the folder "include" (PinkBeansPackage -> libs -> game -> include) and copy its full file path
    1. Right click on the target
    2. Hold "option" on the keyboard
    3. Select "Copy xxx as Pathname"
16. Add the full file path from step 14 to the list
17. Click on project name in the left menu bar
18. Click on "Build Phases" tab at the top
19. Remove "Run Script"
20. At the uppermost menu, select "Product" -> "Scheme"-> "Edit Scheme"
21. Select "Run" from the menu bar on the left
22. Under tab "Options", find "Working Directory" and check "Use custom working directory:"
23. Navigate to PinkBeans package -> application -> game -> resources
24. Click "Choose" once inside "resources" folder
25. Click "Close"
26. At the uppermost menu, select File -> Project Settings
27. Select "Advanced"
28. Click on "Custom" and select "Absolute" from dropdown menu
29. Click on the small folder icon next to "Products" and navigate to PinkBeans package -> bin
30. Click "Choose" once inside "bin"
31. Click "Done" to exit, then click "Done" again
32. Compile and run