

```
DEBUG=-g
INCLUDE=-I./include
CFLAGS=`sdl-config --libs --cflags` -lSDL_ttf -lSDLmain

bin/Framework: obj/Framework.o obj/Framework_main.o
g++ -o bin/Framework obj/Framework.o obj/Framework_main.o $(CFLAGS)

obj/Framework.o: source/Framework.cpp include/Framework.hpp
g++ -o obj/Framework.o source/Framework.cpp -c $(INCLUDE)

obj/Framework_main.o: source/Framework_main.cpp
g++ -o obj/Framework_main.o source/Framework_main.cpp -c $(INCLUDE)

bin/Weapons: obj/Weapons.o obj/Weapons_main.o
g++ -o bin/Weapons obj/Weapons.o obj/Weapons_main.o

obj/Weapons.o: source/Weapons.cpp include/Weapons.hpp
g++ -o obj/Weapons.o source/Weapons.cpp -c $(INCLUDE)

obj/Weapons_main.o: source/Weapons_main.cpp
g++ -o obj/Weapons_main.o source/Weapons_main.cpp -c $(INCLUDE)

bin/Player: obj/Player.o obj/Framework.o obj/Player_main.o obj/Console.o
g++ -o bin/Player obj/Framework.o obj/Console.o obj/Player.o obj/Player_main.o $(CFLAGS)

obj/Player.o: source/Player.cpp include/Player.hpp
g++ -o @$ source/Player.cpp -c $(INCLUDE)

obj/Player_main.o: source/Player_main.cpp
g++ -o @$ $< -c $(INCLUDE)

bin/Console: obj/Console.o obj/Console_main.o obj/Framework.o
g++ -o bin/Console obj/Console.o obj/Console_main.o obj/Framework.o $(CFLAGS)

obj/Console.o: source/Console.cpp include/Console.hpp
g++ -o obj/Console.o source/Console.cpp -c $(INCLUDE)

obj/Console_main.o: source/Console_main.cpp source/Framework.cpp
g++ -o obj/Console_main.o source/Console_main.cpp -c $(INCLUDE)

all: bin/Framework bin/Weapons bin/Player bin/Console

clear:
rm obj/* bin/*
```