

## Project:

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This project is Geometry dash for the Atari ST.

## Installation help & Debugging:

This project requires an Atari ST emulator (STeem is likely your best option) and a C compiler. A terminal for your C compiler would likely also help.

Sometimes, when repeatedly compiling and recompiling, memory issues occur where the compiler fails partially due to running out of free memory. The solution to this is to simply cold boot your atari ST emulator and continue compilation on a freshly restarted emulator.

## General Info:

This project implements Geometry Dash utilizing the Atari ST hardware, with the game being decoupled from the operating system. `stage9_a` is the most stable game experience available, with `stage9_b` being the fully complete, but somewhat laggy and buggy release.

The control scheme utilizes space bar to jump. The goal is to jump over obstacles like spikes and blocks, so you can hit the goal and win!