How to create a new project from scratch and set up the provided libraries
1. Project setup (folders)
Create your project folder MYPROJECT
Place the folder "libs" in the same root folder
2. Create a new project from Visual Studio
File > New > Project > MYPROJECT (with no solution folder option)
Choose "empty project"
3. Copy files: .h, .cpp + assets > MYPROJECT
4. Include existing items in your Visual Studio project
Project solution tab > right click on project name > Add > Existent item > choose .h and .cpp
5. Get the directory paths from the provided Bubble project
Properties > C/C++ > Additional include directories
Properties > Linker > Additional library directories
replace "..\..\..\" by "..\"
6. Get the library names from the provided Bubble project
Properties > Linker > Input > Additional dependencies (soil, glew32, glfw, opengl32)
7. Set the libraries into our project MYPROJECT
Properties > Linker > Input > Additional dependencies
8. Set directory paths
Properties > C/C++ > Additional include directories
Properties > Linker > General > Additional library directories
9. Get .dll files: \OpenGL_VS2015\2DGame\02-Bubble\Debug
10. Copy .dll files to your Debug folder

How to create a new project called "MYPROJECT", from a given project called "Project1", by hacking the files so we just change the name of the project
1. Delete all files except *.cpp, *.h, Project1.sln and Project1.vcxproj. Do not delete assets if exist.
2. Copy and paste the entire folder
3. Rename files Project1.sln and Project1.vcxproj to MYPROJECT.sln and MYPROJECT.vcxproj
4. Modify file MYPROJECT.sln: line ~6 "Project1" and "Project1.vcxproj" to "MYPROJECT" and "MYPROJECT.vcxproj"
5. Modify file MYPROJECT.vcxproj: line ~25 <RootNamespace>Project1</RootNamespace> to <RootNamespace>MYPROJECT</RootNamespace>

To create the build of the project
1. Make a release version (not debug) from your project. Set up the additional dependencies if needed.
2. Create a folder
3. Copy all the assets using your folder structure: textures (.png), levels (.txt) and audio files (.ogg, .wav, .mp3)
4. Copy the release build (.exe)
5. Copy all dynamic libraries needed (.dll)