

Assignment HW15
Due date (on or before): Announced in class.

Dungeon game.

Using the Skeleton we wrote in class, perform the following modifications to the program.

As mentioned, you can go the extra-mile and do more interesting things with the game, using more advanced techniques. It is fine. BUT, you can also do with the basic tools we learned. And that's very fine as well!

Implement the following 6 steps:

1. Beautify the printout to include coordinates and cells.
2. Implement the movement of the player, and make sure you can fall into the abyss.
3. Add 'Lives' and 'Cash'.
 - a. Life decreases when you step on a trap.
 - b. Cash increases when you find gold.
4. When printing the board in the fancy way, also print the life/cash status.
5. Place the Gold/Trap in random locations.
6. Implement some game logic. For example: If life=0, you loose. Add move counter, which indicates how well you did finishing the level, etc.

Extra interest: (Optional!!)

7. If you really want, add enemies (or gold/trap) that pop up in random places/turns.

Just to show a possible printout, and then a 'd' move and 'q' for quitting!

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Debug — bash — 80x61
zachi:~/Desktop/Build/Products/Debug$
zachi:~/Desktop/Build/Products/Debug$ ./HW14_dungeon3
Starting program.
Printing board: Fancy style.
  0  1  2  3  4  5  6  7  8  9
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0 | . | . | . | . | . | . | . | . | . | . |
1 | . | . | P | . | . | . | . | . | . | . |
2 | . | . | . | . | . | . | G | . | . | . |
3 | . | . | . | . | . | . | . | . | . | . |
4 | . | . | . | . | . | . | . | . | . | . |
5 | . | . | . | . | T | . | . | . | . | . |
6 | . | . | . | . | . | . | . | . | . | . |
7 | . | . | . | . | . | . | . | . | . | . |
8 | . | . | . | . | . | . | . | . | X | . |
9 | . | . | . | . | . | . | . | . | . | . |
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Player name: Alex the great!.
Lives = 3 ; Cash = 8 ;

Enter action: [r]ight, [l]eft, [u]p, [d]own :d
Printing board: Fancy style.
  0  1  2  3  4  5  6  7  8  9
-----
0 | . | . | . | . | . | . | . | . | . | . |
1 | . | . | . | . | . | . | . | . | . | . |
2 | . | . | P | . | . | . | G | . | . | . |
3 | . | . | . | . | . | . | . | . | . | . |
4 | . | . | . | . | . | . | . | . | . | . |
5 | . | . | . | . | T | . | . | . | . | . |
6 | . | . | . | . | . | . | . | . | . | . |
7 | . | . | . | . | . | . | . | . | . | . |
8 | . | . | . | . | . | . | . | . | X | . |
9 | . | . | . | . | . | . | . | . | . | . |
-----

Player name: Alex the great!.
Lives = 3 ; Cash = 8 ;

Enter action: [r]ight, [l]eft, [u]p, [d]own :q
Printing board: Fancy style.
  0  1  2  3  4  5  6  7  8  9
-----
0 | . | . | . | . | . | . | . | . | . | . |
1 | . | . | . | . | . | . | . | . | . | . |
2 | . | . | P | . | . | . | G | . | . | . |
3 | . | . | . | . | . | . | . | . | . | . |
4 | . | . | . | . | . | . | . | . | . | . |
5 | . | . | . | . | T | . | . | . | . | . |
6 | . | . | . | . | . | . | . | . | . | . |
7 | . | . | . | . | . | . | . | . | . | . |
8 | . | . | . | . | . | . | . | . | X | . |
9 | . | . | . | . | . | . | . | . | . | . |
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Player name: Alex the great!.
Lives = 3 ; Cash = 8 ;

Exiting program.
zachi:~/Desktop/Build/Products/Debug$
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***** Start of code + Screen shot*****

***** End of code + Screen shot*****