

Homework 3 - (Due date 06-24 : a Week!!)

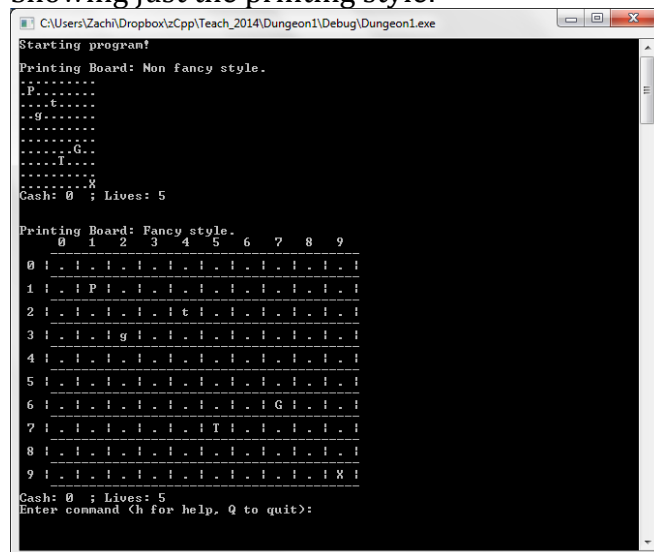
Solution:

1. Please send solution to: zbaharav@cogswell.edu
2. You know the drill by now: Simply hit reply, and no sipped directories etc.. Just ascii-files or Word documents (or equivalent)

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1. Dangeon game:
 - a. Beautify the printout to include 'coordinates' and 'cells'.
 - i. Then, implement it using the overloading of the "<<" operator.
 - b. Implement a 'movePlayer' method. The input from the user is 'u', 'd', 'r', 'l' (Capital or lower case).
 - i. Make sure you cannot fall overboard...
 - c. Define two new variables, 'lives' and 'cash', that will hold the players status:
 - i. Lives decreases every time you fall into a trap.
 - ii. Cash increases anytime you hit the gold.
 - d. When printing the board, also print the players cash and live status.
 - e. Make some game logic. For example: Zero lives==> you lose. Reaching the Exit: Game is done. Move counter, etc.
 - f. If you really want, you can add enemies that pop-up randomly, and act like traps..

Showing just the printing style:



```
C:\Users\Zach\Dropbox\z\Cpp\Teach_2014\Dungeon1\Debug\Dungeon1.exe
Starting program!
Printing Board: Non fancy style.
.....
.P.....
..t.....
..g.....
.....
.....G..
.....I...
.....X
Cash: 0 ; Lives: 5

Printing Board: Fancy style.
 0 1 2 3 4 5 6 7 8 9
0 | . | . | . | . | . | . | . | . | . |
1 | . | P | . | . | . | . | . | . | . |
2 | . | . | . | . | . | t | . | . | . |
3 | . | . | g | . | . | . | . | . | . |
4 | . | . | . | . | . | . | . | . | . |
5 | . | . | . | . | . | . | . | . | . |
6 | . | . | . | . | . | . | . | G | . |
7 | . | . | . | . | . | . | T | . | . |
8 | . | . | . | . | . | . | . | . | . |
9 | . | . | . | . | . | . | . | . | X |
Cash: 0 ; Lives: 5
Enter command (h for help, q to quit):
```

And the moving part (but not collecting prizes, or losing lives):

```
C:\Users\Zach\Dropbox\zC\Teach_2014\Dungeon1\Debug\Dungeon1.exe
Printing Board: Non fancy style.
.....
.P.....
..E.....
..G.....
.....
.....G..
.....T..
.....X
.....X
Cash: 0 ; Lives: 5
Enter command (h for help, Q to quit): d
Printing Board: Non fancy style.
.....
.P.t.....
..G.....
.....
.....G..
.....T..
.....X
.....X
Cash: 0 ; Lives: 5
Enter command (h for help, Q to quit): r
Printing Board: Non fancy style.
.....
.P.t.....
..G.....
.....
.....G..
.....T..
.....X
.....X
Cash: 0 ; Lives: 5
Enter command (h for help, Q to quit): r
Printing Board: Non fancy style.
.....
.Pt.....
..G.....
.....
.....G..
.....T..
.....X
.....X
Cash: 0 ; Lives: 5
Enter command (h for help, Q to quit):
```

=== End of Homework 3 ===