PoBasic idea: make the start of a simple roguelike. Sample roguelike screenshot (from ADOM)
http://www.gamer.ru/system/attached_images/images/000/034/216/original/adom.gif

Must be runnable on unix (dont work on windows). Make the code as well-designed as you can. Feel free to work together and look at each others' code, but if you do, try to use different approaches.

The point of this first mission is to compare our various different methods of storing the map, player, etc. and analyze out the benefits and drawbacks of each.

Part 1

Part 1 is pretty simple, you only have to make a map like this that our character (the @) can explore. The # represent walls, where the character cannot walk, the . represent floor, where the character can walk.

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Map doesn't have to be exactly like this, just anything with # and . that we can move around in.

User types 'w' then enter to go up, 'a' then enter to go left, 's' then enter to go down, 'd' then enter to go right.

Part 2

Add a few goblins ('g's). Each time the player steps, the g picks a random direction (up, down, left, or right), and if the tile in that direction is a ., then the goblin moves that direction.

The player and the goblins cannot occupy the same space as each other or any # spaces.

Once you have part 2 done, email me a zip file with the code. I expect the email by 6:35pm on thursday, and I suggest you get part 1 done by 11:59pm on tuesday.