

# User Manual OOP HW1

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## 1 Steps to run the program

As soon as you run the program, you will be given some information about the game, although the rule is simple: you have to kill all enemies in every room and survive or else you lose. After that it will give you 7 choices to choose from:

1. **Attack:** This will attack the enemies in the room.
2. **Previous Room:** This will take you to the previous room.
3. **Next Room:** This will take you to the next room.
4. **Show Inventory:** This will show you the inventory of the player.
5. **Print enemies:** This will print the enemies in the room.
6. **Player Stats:** This will show you the stats of the player.
7. **Use Item:** This will use the item in the inventory.

You have to enter the number of the choice you want to make. If you enter a number other than 1 to 7, it will ask you to enter a valid number. If you enter a valid number, it will perform the action and then ask you to enter a number again. You can keep on playing until you win or lose.

In certain functions such as use item, it will ask for the exact name as written in the list of inventory. Also every time you shift a room it gives you a choice of weapon and defense item, you have to enter the exact name as written in the screen. You have to manually equip a weapon of your choice from your inventory before attacking since if not equipped, the player will attack with his fists which is too weak.

The game will end when you kill all the enemies in all the rooms and survive or you die in any room. Since your health will decrease with every attack, you have to be careful and use the items wisely. It's recommended to use the items when your health is low and shift to the other rooms to grind items but remember you have limited number of moves. Player Stats can be viewed to see the health and moves left.

The game is designed to be challenging and fun. It's a simple game but requires strategy to win. Good luck!

## 2 Compilation

The program is written in C++ and can be compiled using any C++ compiler. To compile the program, you can use the following command:

```
g++ -o main.exe Main/main.cpp Sources/*.cpp
```

This will compile the program and create an executable file named **main.exe** which you can run to play the game. The command to run the program is:

```
./main.exe
```

This will run the program and you can start playing the game.