The declaration   Game g(3, 5, 2);   might produce this. The arena
would display as

```
.@...
....Z
..Z..
```

m_rows: 3
m_cols: 5
m_player: ●
m_nZombies: 2
m_zombies:
  0 ●
  1 ●
  2
  3
  ...

g: m_arena:●

●: m_arena
m_row: 1
m_col: 2
m_age: 0
m_dead: false

●: m_arena
m_row: 2
m_col: 5

●: m_arena
m_row: 3
m_col: 3