

# Up The Tower

The game is, unfortunately, not finished. There are no enemies. But you can still go up the tower.

## How it is structured:

### Structs:

All struct definitions, and generic initialising commands are in includes/structs

### Loading:

The game creates a tower using arrays of chars for each floor, that means that new floors can easily be added, only the files in the directory includes/loaded/ called “the tower.h” and “floors.h” need to be modified. The game also creates non-constant beings in this directory

### Actions:

In includes/actions/ there are some functions that are, or are closely related to, actions the player, or npcs can make. Eg: move.

### IO/console:

This is where the console game loop is, and some print command to display the information of various things like, the board you play on.

## The game loop:

The game asks for your input characters, checks if each is valid, and runs them until it has to ask again.

## Playing the game:

Type ‘h’ or ‘?’ to get a list of available commands

you can queue commands eg: wwa moves up twice, and left once.