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// DO NOT CHANGE OR REMOVE THE FOLLOWING LINES

#include <cstring>

#include <fstream>

#include <iostream>

using namespace std;

#include "interactionFunctions.cpp"

#include "mapFunctions.cpp"

#include "playerFunctions.cpp"

#include "screenFunctions.cpp"

// DO NOT CHANGE OR REMOVE THE PRECEDING LINES

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\* FUNCTION PROTOTYPES

\*/

// none here yet

int main()

{

doLoadDefaultGame(); //Hiroya Gojo Num22

while (true)

{

clearScreen();

printScreen();

lastMessage = ""; //Hiroya Gojo

char input = readCharacterInput();

if (input == 'Q') //Hiroya Gojo

{

break;

}

doCommand(input);

}

return 0;

}