

```
/**GOOSEESCAPEUTIL FILE BEGINNING!!***/
```

```
//STUDENTS: Be very careful if you decide to change these values
```

```
#ifndef GOOSE_UTIL
```

```
#define GOOSE_UTIL
```

```
/*
```

```
With graphics, screens are given an x,y coordinate system with the origin  
in the upper left corner. So it means the coordinate axes are:
```

```
-----> x direction
```

```
|  
|  
|  
|  
|  
V
```

```
y direction
```

```
*/
```

```
// Screen layout
```

```
const int NUM_SCREEN_X = 80;
```

```
const int NUM_SCREEN_Y = 25;
```

```
const char SETUP_MESSAGE[] = "window: title='Escape the Goose', size=80x25";
```

```
const int MIN_SCREEN_X = 0;
```

```
const int MIN_SCREEN_Y = 0;
```

```
const int MAX_SCREEN_X = NUM_SCREEN_X - 1;
```

```
const int MAX_SCREEN_Y = NUM_SCREEN_Y - 1;
```

```
// Play area layout
```

```
const int NUM_BOARD_X = 80; // needs to be <= NUM_SCREEN_X
```

```
const int NUM_BOARD_Y = 21; // needs to be < NUM_SCREEN_Y
```

```
const int MIN_BOARD_X = 0;
```

```
const int MIN_BOARD_Y = 0;
```

```
const int MAX_BOARD_X = NUM_BOARD_X - 1;
```

```
const int MAX_BOARD_Y = NUM_BOARD_Y - 1;
```

```
// Console message area layout
```

```
const int NUM_CONSOLE_X = 79; // needs to be <= NUM_SCREEN_X
```

```
const int NUM_CONSOLE_Y = NUM_SCREEN_Y - NUM_BOARD_Y;
```

```
const int MIN_CONSOLE_X = 1;
```

```
const int MIN_CONSOLE_Y = MAX_BOARD_Y + 1;
```

```
const int MAX_CONSOLE_X = MAX_SCREEN_X;
```

```
const int MAX_CONSOLE_Y = MAX_SCREEN_Y;
```

```
#endif
```