

```
/**GOOSE ESCAPE GAME PLAY HEADER FILE BEGINNING!!***/
```

```
#ifndef GOOSE_ESCAPE_GAMEPLAY
#define GOOSE_ESCAPE_GAMEPLAY
#include "gooseEscapeUtil.hpp"
#include "gooseEscapeActors.hpp"
#include "gooseEscapeConsole.hpp"
```

```
/*This file is all about the game world. You will modify this to add
constants and function prototypes. Modify gooseGamePlay.cpp to
actually add functionality.
```

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*/
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/*
```

```
Declare constants to indicate various game world features in the board
array. Modify them to fit what you would like to do in the game. You can
change the type if you choose to store your game board as something other
than integers.
```

```
*/
```

```
// Going further: Learn how to use an enum for these values
```

```
const int EMPTY = 0;
const int SHALL_NOT_PASS = 1;
const int WINNER = 2;
```

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/*
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```
A few examples of characters both for actors and for the game board
itself are shown.
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*/
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```
//display characters
```

```
const int PLAYER_CHAR = int('@');
const int MONSTER_CHAR = int('G');
const int WALL_CHAR = int('o');
const int WIN_CHAR = int('%'); // % sign, a special character used in the ancient game ↗
"Rogue"
const int BLANK_CHAR = int('-');
```

```
/*
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```
Game play function prototypes are give below.
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*/
```

```
// print the game board function prototype
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```
void printGameBoard(int xChar, int yChar, int charToPut);
```

```
/*
```

```
Do something when the goose captures the player
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```
If you want to attack or something else, this is the function you
need to change. For example, maybe the two touch each other and
then fight. You could add a health to the Actor class that is
```

```
    updated.  Run, use weapons, it's up to you!
*/
bool captured(Actor const & player, Actor const & monster);

/*
    Move the player to a new location based on the user input.  You may want
    to modify this if there are extra controls you want to add.

    All key presses start with "TK_" then the character.  So "TK_A" is the a
    key being pressed.

    A look-up table might be useful.
    You could decide to learn about switch statements and use them here.
*/

void movePlayer(int key, Actor & player, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

/*
    What other functions do you need to make the game work?  What can you
    add to the basic functionality to make it more fun to play?
*/

bool won(Actor &player, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

#endif
```