Change menu to:

1. Move North

2. Move South

3. Attack

4. Exit

MAKE COUNT VALUE FOR ROOMS THAT STARTS AT 1

IF USER MOVES NORTH COUNT VALUE GOES UP

IF USER MOVES SOUTH COUNT VALUE GOES DOWN

COUNT VALUE CANNOT DROP BELOW 0

IF USER ATTACKS A RANDOM NUMBER FROM 1 TO 20 WILL BE TAKEN AWAY FROM A SIMULATED HIT POINT COUNT AND THE RETURNED TO DISPLAY TO THE USER

A count value will be made for the rooms

A variable storing the number 20 will be the Hit Point Count

Use rand.Next()

Index = 1

User enters north

Input goes to north switch and increases index then displays it.

Index = 1

User enters south

Input goes to south switch and decreases index then displays it.

Index = 0

Case 8

If index < ibRooms.Length

Index++;