

Assignment Name: CSC 2210, SPA 4: Wumpus Hunt

Group Member: DJ

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C:\Users\aljalousd\C-Projects\hunt24-aljalousd-goranovicm\cmake-build-debug\hunt24_aljalousd_goranovicm.exe
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```
*****
Battery Level: HIGH
Sanity Level: SANE
*****
Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [0n/0ff], H)elp, Q)uit:m
  You selected m
    B?.P..B
      ...-
    --.-B!B...-....
      .-.-@.
        .
      ..--
        B.-
```

```
*****
Battery Level: HIGH
Sanity Level: SANE
*****
Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [0n/0ff], H)elp, Q)uit:s
  You selected s

*****
Battery Level: HIGH
Sanity Level: SANE
*****
You feel a wave of paranoia hit you.
You see something rolling on the ground nearby.
*****
Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [0n/0ff], H)elp, Q)uit:s
  You selected s

Your nerves die down and your head clears.*****
Battery Level: HIGH
Sanity Level: SANE
*****
You see something rolling on the ground nearby.
You hear quiet breathing nearby.
*****
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\*\*\*\*\*

Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [On/Off], H)elp, Q)uit:*w*  
You selected w

\*\*\*\*\*

You seem to have a picked up a battery lying around.

\*\*\*\*\*

Battery Level: HIGH

Sanity Level: STRESSED

\*\*\*\*\*

You feel a wave of paranoia hit you.

\*\*\*\*\*

Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [On/Off], H)elp, Q)uit:*w*  
You selected w

\*\*\*\*\*

Battery Level: HIGH

Sanity Level: STRESSED

\*\*\*\*\*

There seems to be a bottle of sorts on what appears to be a table nearby.  
You see something rolling on the ground nearby.

\*\*\*\*\*

\*\*\*\*\*

Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [On/Off], H)elp, Q)uit:*n*  
You selected n

\*\*\*\*\*

Battery Level: MEDIUM

Sanity Level: UNSTABLE

\*\*\*\*\*

You hear hushed cries nearby.

\*\*\*\*\*

Action: N)orth, S)outh, E)ast, W)est, M)ap, D)ebug [On/Off], H)elp, Q)uit:*n*  
You selected n

\*\*\*\*\*

You found the kids and quickly call the police! They're on their way!

# class SPA4

