||||PLAN||||

- create a 2d array to reprisent the grid, use a vector containing character vectors
- use a for loop to iterate through and print it to the console

- create a variable to store the player position

- if the player position matches the position of an interactable (death or gold), output accordingly

-will be looking at creating a few functions, notably:
   - render() - print the board using a for loop, might want to display the player position as well eg. P
   - update() - update player position based on input from main, check position with interactables
   - something else to check what directions the player can move?
- will call these function inside a loop in main