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/*
gooseEscapeGamePlay.hpp
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*/
#ifndef GOOSE_ESCAPE_GAMEPLAY
#define GOOSE_ESCAPE_GAMEPLAY
#include "gooseEscapeUtil.hpp"
#include "gooseEscapeActor.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.
*/

/*
    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.
*/

// 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;

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

/*
Colours have the format "brightness hue" or "hue", e.g. "white" "light green"
Values for brightness are: lightest, lighter, light, dark, darker, darkest
Hue may be specified in many ways, see
http://foo.wyrd.name/en:bearlibterminal:reference
    hue names are: grey, gray, red, flame, orange, amber, yellow, lime, chartreuse
                    green, sea, turquoise, cyan, sky, azure, blue, han, violet,
                    purple, fushsia, magenta, pink, crimson, transparent
*/
/*
    Declare a character array with the colour name, the size is set based on the
    number of character used to initialize the array.

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    DRAW_COLOUR is already defined as white.
*/

const char PLAYER_COLOUR[] = "light sky";
const char GOOSE_COLOUR[] = "yellow";

/*
    Print the game world
*/
void printBoard(int gameBoard[20][70]);

/*
    Do something when the goose captures the player
*/
bool captured(Actor const & player, Actor const & monster);

/*
    Move the player to a new location based on the user input
*/
void movePlayer(int key, Actor & player, int gameBoard[20][70]);

/*
    Move the goose to a new location based on where the player is
*/
void moveGoose(Actor & player, Actor & monster, int gameBoard[20][70]);

#endif

```