Notes

Compilation and Execution:

The program was written on a Unix-like (GNU/Linux) operating system and has therefore been compiled using the GCC family of compilers, specifically g++.

The program can be compiled as follows:

```
g++ -pthread -o game game.cpp
```

and can then be executed by running:

```
./game
```

The program relies on the availability of pthreads, and therefore will only compile on POSIX compliant operating systems.

The game has been successfully compiled and executed on Sandcastle.