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Subject: Basic of Programming 1
Homework 2: Specification

Topic: Sokoban

My Sokoban will be built and run on the classic terminal, with no help from the graphical library or econio.

First, when we compile and run the program, the program shows the menu of the game, with the title, highest record with the name of the player, and several options with the given number that we can select by type and enter those numbers. E.g

title and some text

Highest score: by player (read from a file or file handling)

Menu:

- (1) Play game
- (2) Select map (read from a file or file handling)
- (3) How to play (read from a file or file handling)
- (4) Credit (read from a file or file handling)
- (5) Top5 so far... (read from a file, file handling)

(type 1 and enter, to play the game)

⇒ this is a brief idea, it can be changed later base on the appropriation

For the gameplay, after we selected the map and play, the map appears on the terminal

- To move a character up the player need to type 'w' then enter. This applies to other movement direction as well. (already use getchar())
- There is a counter to count how many steps the player use. When the player won and the counter is less than the previous recorded one then the program will ask the player a name and save it as the new highest score (write to a file, file handling)
- After the player enters the name, the game goes back to the menu.