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// This will be a brief Review over C++
// Although to make it fun we will be Learning C++ by creating games

//Beginning of the users journey
// This will cover the INCLUDE, INT MAIN(){} , COUT, ENDL, and Return0.
// Below we are using the include iostream so that we can use all files within
the standard library which makes life easier
// #include keyword is used to indicate importing a file into our program
#include <iostream>
//Every C++ program must have main() function
// int indicates that the function will return an integer value
// Remember that since we are using a function we have to include curly braces{}
int main() {
    // std::cout<< will display things to the output, because we included
iostream we are able to use cout,
    // the std prefix will just make sure that it identifies that we want an
operator such as cout from the standard library
    // <<std::endl; endl is just like pressing the enter key in the console
window so any other code below it will appear on the next line
    // also a quick tip the << is basically the output operator which will send
the string to cout
    // make sure to end each line of code with a (;) semicolon
    std::cout<<
    "You wake up in an abyss of fogginess as your clothes are tarnished and
ragged. The ones who got one over on you at least had the decency to leave you
with your cowboy hat, but as for your horse, rifle and any other belongings you
seem to have had are all gone. You stand up with pain wincing all over your body
as the unmerciful sun beats you all over your body as if it were trying to cook
you well done for the buzzards, coyotes and all other varmints who are set on
eating your flesh. The only thing you do now is walk in the direction you believe
will lead you to salvation."
    <<std::endl;
    // the return 0 will return 0 to the operating system
    return 0;
}
```