

## Lib.Model

As the model for an entire game is understandably complex, this module provides a few helpful methods for dealing with the model. The actual model itself is described in the `Lib.Module.Game` module.

---

```
module Lib.Model where
import Lib.Module.Game
```

---

The `newGame` is the initial state of the game, as it is when started up fresh. Through actions, this state is modified and the game is played.

---

```
newGame :: Game
newGame = Game defaultSettings [] mainMenu

defaultSettings :: Settings
defaultSettings = Settings True True True

mainMenu :: Room
mainMenu = MainMenu $ menu []

menu :: [(String, Action)] → Menu
menu options = Menu options 0 Nothing
```

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