

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.

```
{-# LANGUAGE OverloadedStrings #-}  
module Lib.Model where  
    import Data.Text  
    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  
        [ ("New Game", noop)  
        , ("Continue", noop)  
        , ("Multiplayer", noop)  
        , ("Settings", noop)  
        , ("Quit", noop) ]  
  
menu :: [(Text, Action)] → Menu  
menu options = Menu options 0 Nothing  
  
noop :: Action  
noop = Action return
```
