

Running the Project:

We built our program using CLion which automatically makes and builds the project for us, therefore we are unaware how to build and run the project externally.

For Unit tests:

We ran cxxtest through bash to generate a runner file which would run our tests and output results to terminal.

Platforms:

- MacOS and Windows (CLion)

Game Controls and Interactions:

- ☐ Use the arrow keys to move
- ☐ Use "X" to interact/select

Units

- The White Square is the Player, and the direction of the small indicator block indicates the direction the player is facing.
- Blue Squares are NPCs. Facing one and pressing "X" will cause them to speak.
- Tan Squares are Items. Facing one and pressing "X" will cause you to pick it up and add it to your inventory.

Terrain

- Light Green Squares are "Short Grass," and walking on them does nothing.
- Dark Green Squares are "Tall Grass," and walking onto one has a chance to initiate a random encounter with an enemy.
- Red Squares are "Walls," and they are impassible spaces.

In Combat

- Hitting the arrow keys allow the player to navigate the combat menu. Pressing X will select that action.

Other:

N/A