Detailed Explorer Plan

* Int MainMenu()
  + Parameters: Nothing
  + description: print options for starting game
    - Start game
    - Load game(v2)
    - Quit
  + Return: user choice
* Void Introduction()
  + Parameters: Nothing
  + description: Text that gives background and tells player how to play
  + Return: Nothing
* Void board::PrintBoard()
  + Parameters: Nothing
  + description: printing board
  + Return: nothing
* bool board::PromptPlayer(string, entity)
  + Parameters: prompt and player
  + description: appropriate function call
  + Return: Quit or no quit
* Void board::MoveEntity()
  + Parameters: direction and player
  + description: changing all needed spots and player info
  + Return: nothing
* Bool player::IsHealthZero()
  + Parameter: nothing
  + description: checks playerHealth is equal to zero
  + return: true/false depending on player health
* bool EndGameMessage()
  + parameter: nothing
  + description: prints the end game message and asks to play again
  + return true/false for playing again

Event Class