

Filename: wk3_gameStructs_pwiese.cpp

Objective: Demonstrate defining a struct that contains an array and working with an array of the struct

Specifications:

Write a program to create objects that can be used in a game. You are free to be creative about what objects you create and how they are used, but your program **MUST** contain the following:

- at least 2 defined structures, each with at least 2 member variables
- at least one array that is a member of one of the structures
- an array of each structure used in the program

For example, if I were to be writing this program, I might make these structures:

Player
string name
int strength
char weapons[4]

Coin
string name
int value
string imageFileName

(DO NOT make your structures just like mine!)

Your test program should simulate playing a game, in some small way. (This does NOT need to be a full-blown game! Just make sure you use all the object types and make it fun.)