

## C++ project step 2

Please read the project description and refer to it while reading this.

Our second step will be to display the dungeon and control player movement. We will use the ncurses to display a grid of characters in a window. There is no need to modify the ncurses code – you should treat it as a black box.

You have two .zip files included in this assignment: InstallingCurses.zip and CurseExample.zip. Installing curses contains the necessary code and instructions to install on Windows, Linux or a Mac. CurseExample.zip contains a program showing how to use the curses package.

Using the example as a guide your program will configure a screen that holds the dungeon and message spaces, display the dungeon on the screen, and move the player character about the dungeon. Its should only move within rooms and passageways. It should not move onto dungeon wall spaces or outside of passages or rooms. You do not need to worry about interacting with Monster objects and Item objects in the dungeon. You should, however, show all Monster objects and Item object in the dungeon in the proper location.

You will need to build on the parser that you wrote as part of Step 1, as this will describe the dungeon you are to display

### **What you should turn in:**

A directory userid.

A Makefile under userid and any organization of your code such that *make fn.xml* will build and run your project on the .xml file *fn.xml*. You will also be asked to turn in a short zoom recording of building and running your program on a dungeon or two. This will be separate turn-in from the project.