

```
#include #include using namespace std; void generateCharacters(); void generateColors();
main() { generateCharacters(); generateColors(); } void generateCharacters() { char character;
for (int x = 0; x < 500; x++) { // pick the characters combinations to make your players and
enemies character = x; cout << character << endl; } } void generateColors() { HANDLE
hConsole = GetStdHandle(STD_OUTPUT_HANDLE); // you can loop k higher to see more color
choices for (int k = 1; k < 255; k++) { // pick the colorattribute k you want
SetConsoleTextAttribute(hConsole, k); cout << k << " Try to give your Best!" << endl; } }
```