

# 220150124

## Prac8 Design

### Inputs & Outputs

<u>Input</u>	
Input description	<u>Mechanism</u>
Ch_action	Standard Input stream
Int_sizeOfGameWorld	Command line argument
Int_numOfBatteries	Command line argument

### Variables

<u>Identifier</u>	<u>Data type</u>	<u>Description</u>
zoo	Char**	Game world
Ch_option	char	Player control
Bln_continue	boolean	Whether play wants to continue playing
Int_chanceOfGrueAttack	int	Chance of dying by grue in the dark
Int_x_position	int	X position of the player
Int_y_position	Int	Y position of the player
Bln_torchOn	bool	State of torch

### Pseudo Code

# UML

