

Need code for a computer terminal game of **Japanese Shogi** modified to disallow the ability to return pieces back into the game. The guidelines for the program are:

- It must consist of at least five functions excluding the main function, an initialization function, a display function, a game function, and a results function.
- The main function must only call the game function.
- The initialization function is responsible for initializing all of the game resources which are pointers, structures, arrays and variables that are essential to the game play, which means they are used throughout the game lifecycle to represent new states of the game. It should only perform I/O if it is absolutely necessary. And its parameters should be the essential game resources. Likewise, it does not need to return anything, however, it can if you find it necessary.
- The display function is responsible for displaying all necessary game statistics such as a board, the current player, time and so on for each instance of the game loop. The display must be neatly formatted. Its parameters must be at least all essential game resources necessary for the display. But, it must not modify data and its return type must be void.
- The results function is responsible for displaying the end of game statistics such as the winner, scores and so on. Its parameters are anything necessary to perform its task. Likewise, its return type must be void.
- The game function is responsible for declaring the essential game resources, initializing them by calling the initialization function, executing the game loop, and then, calling the results function in that order. Besides declaring the essential game resources, it must only declare resources that are needed for the game loop such as a counter variable or storage for return-value functions. It must not do any calculations or displays directly; it must call functions for those tasks. Specifically, within the game loop, it makes decisions based on the results of function calls. Furthermore, the game loop must only terminate when the game ends (a winner is decided, it ends in a draw, or a counter runs out). If an invalid input is entered, a new request for the input must be made until the input is valid. Lastly, the function must take no parameters and its return type must be void.
- Global scope must only consist of function definitions and prototypes and struct definitions and declarations.
- The program can only include the libraries `iostream`, `string`, `cmath`, `cctype`, `ctime`, `cstdlib`, `cstdio`, `fstream`, `sstream`, and `io manip`.