**PLAYER REACHING GOAL:**



|  |  |  |
| --- | --- | --- |
| (0,0) | (0,1) | (0,2) |
| (1,0) | (1,1) | (1,2) |
| (2,0) | (2,1) | (2,2) |
| (3,0) | (3,1) | (3,2) |

The bolded ones are user Input.

**The Interaction in the Console:**

Enter the type of Maze to Play: (String)

Perfect

Non Perfect

**Perfect**

You have selected Perfect Maze

Enter the Sub-type of Maze to Play: (String)

Wrapping

Non Wrapping

**Non Wrapping**

You have selected Non Wrapping Maze

Enter the number of rows: r (Integer) and number of columns: c (Integer)

**4**

**3**

Maze will be generated!

Total Number of walls present: 17

Total Number of walls remaining: 6

Maze generated!

Enter the Staring Location Co-ordinates: X (between 0 to 3) and Y (between 0 to 2) (Integers)

**1**

**0**

(1, 0): { Characters: None; Treasures: None }

Enter the Goal Location Co-ordinates: X (between 0 to 3) and Y (between 0 to 2) (Integers)

**3**

**1**

(3, 1): { Characters: None; Treasures: None }

Maze Objects will be initialized!

Maze Objects initialized!

Walls exist between:

{

{(0, 1) | (1, 1)}

{(0, 0) | (1, 0)}

{(1, 0) | (1, 1)}

{(3, 1) | (3, 0)}

{(2, 2) | (1, 2)}

{(2, 2) | (3, 2)}

}

The Maze:

(0, 0): { Characters: None; Treasures: None }

(0, 1): { Characters: None; Treasures: None }

(0, 2): { Characters: Thief (Current Gold = -5); Treasures: Gold (value = 5) }

(1, 0): { Characters: Player (Current Gold = 0); Treasures: None }

(1, 1): { Characters: None; Treasures: Gold (value = 9) }

(1, 2): { Characters: None; Treasures: None }

(2, 0): { Characters: None; Treasures: None }

(2, 1): { Characters: Thief (Current Gold = -3); Treasures: None }

(2, 2): { Characters: None; Treasures: None }

(3, 0): { Characters: None; Treasures: Gold (value = 10) }

(3, 1): { Characters: None; Treasures: None }

(3, 2): { Characters: None; Treasures: None }

You are currently in:

(1, 0): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[East]

You are currently in:

(1, 0): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[East]

**East**

You are currently in:

(2, 0): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[West, South, East]

**West**

You are currently in:

(1, 0): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[East]

**East**

You are currently in:

(2, 0): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[West, South, East]

**South**

You are currently in:

(2, 1): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[West, South, North, East]

**South**

You are currently in:

(2, 2): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[North]

**North**

You are currently in:

(2, 1): { Characters: Player (Current Gold = 0); Treasures: None }

Enter your choice of actions!

[West, South, North, East]

**East**

Game Over!

The Game ended with following stats:

(3, 1): { Characters: Player (Current Gold = 0); Treasures: None }