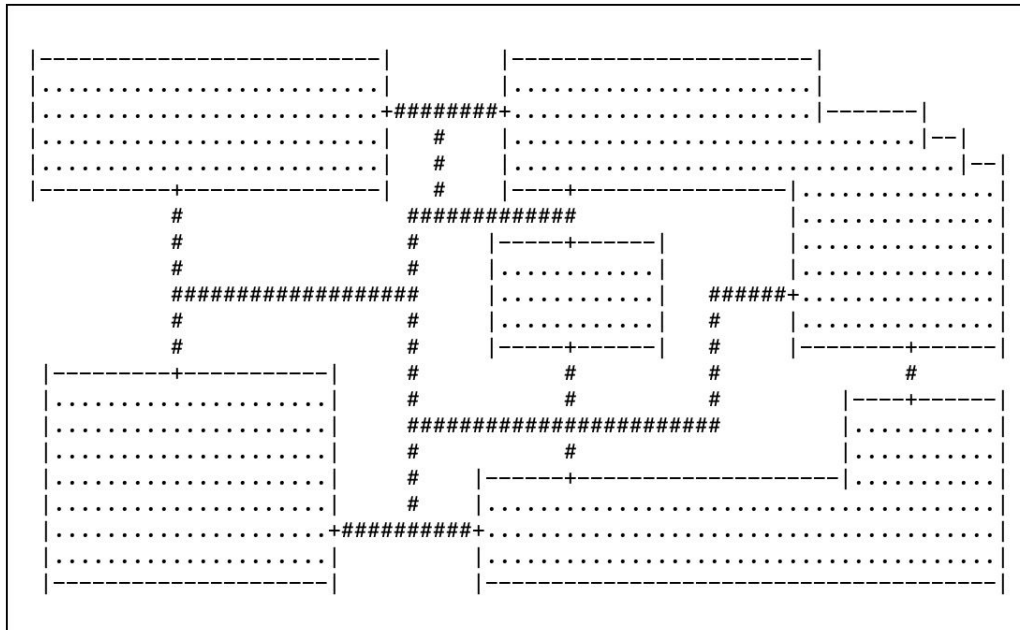For our CC3k project, the game begins by asking user:

```
 ●  ●  ●                                      ▣ v11 — cc3k — 138×54
Choose Character:
  's' for Shade, 'd' for Drow, 'v' for Vampire, 'g' for Goblin, 't' for Troll.
Your choice: □
```

After the user have selected their player' race, the game will display the following:

```
|----------------------|          |----------------------|
|......................|          |......................|
|......................+#########+......................|-------|
|......................|    #     |......................|--|
|......................|    #     |......................|--|
|---------+------------|    #     |---+--------------|............|
         #            #############     |................|
         #            #  |----+------|   |................|
         #            #  |...........|   |................|
##################    |...........|     ######+..............|
         #            #  |...........|   #    |.............|
         #            #  |----+------|   #    |--------+------|
|---------+----------|  #        #        #          #
|..................|  #        #        #     |---+------|
|..................|  #########################  |...........|
|..................|  #        #                |...........|
|..................+###########+.....................|...........|
|..................|          |.....................................|
|..................|          |.....................................|
|------------------|          |-------------------------------------|
```

```
        Race: Vampire Gold: 0                              Floor 1
        HP: 125
        Atk: 25
        Def: 25
        Action:
```
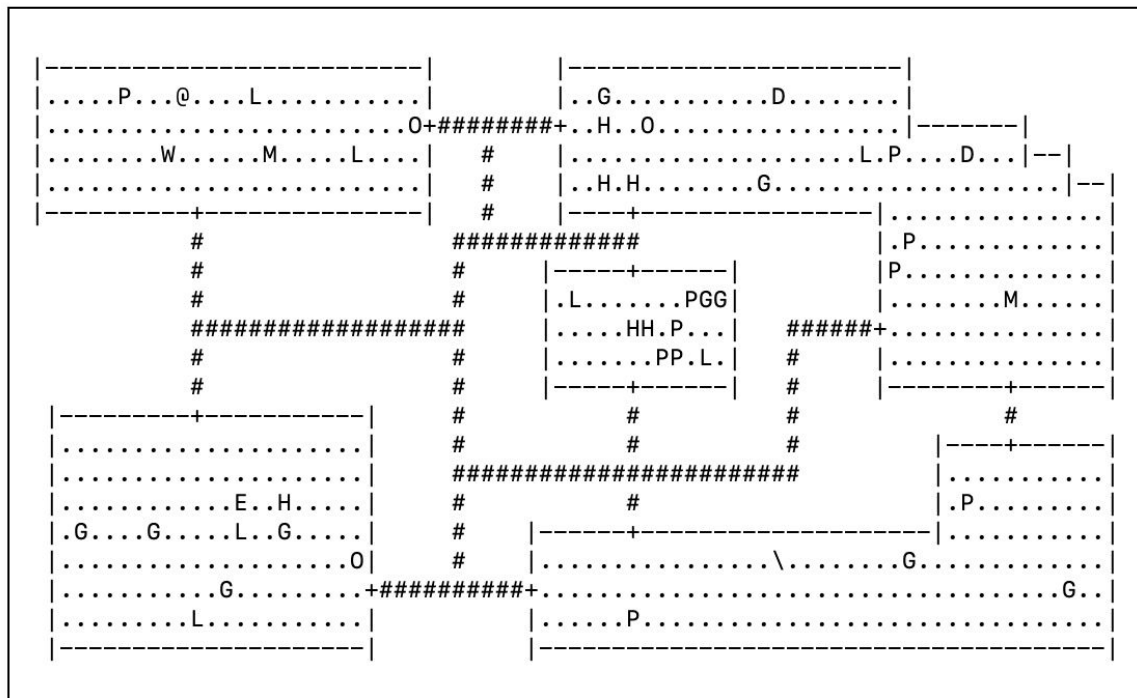
There will be a window with the floor displayed on the top and player's information displayed below.
The game will then randomly generate all game objects on this floor. Where there are exactly 20 enemies (excluding dragons), 10 potions, 10 treasures, and 1 stair per floor. Note that the stair is in a different chamber than the player.

```
|----------------------------|          |----------------------|
|.....P...@....L............|          |..G..........D.......|
|............................O+########+..H..O................|-------|
|........W......M.....L....|     #     |....................L.P....D...|--|
|...........................|     #     |..H.H.......G....................|--|
|----------+---------------|     #     |----+--------------|................|
          #                  #############      |.P.............|
          #                  #    |-----+------|      |P.............|
          #                  #    |.L.......PGG|      |........M......|
          ##################  #   |.....HH.P...|   ######+..............|
          #                  #    |.......PP.L.|   #    |..............|
          #                  #    |-----+------|   #    |--------+-----|
  |---------+-----------|     #         #        #                 #
  |....................|     #         #        #         |----+-----|
  |....................|     #         #        #         |..........|
  |............E..H.....|    #   ######################    |.P........|
  |.G....G.....L..G.....|    #         #                   |..........|
  |....................O|    #   |------+--------------------|..........|
  |..........G.........+##########+...............\........G...........G..|
  |.........L..........|         |.....P..........................|
  |--------------------|         |---------------------------------|
```

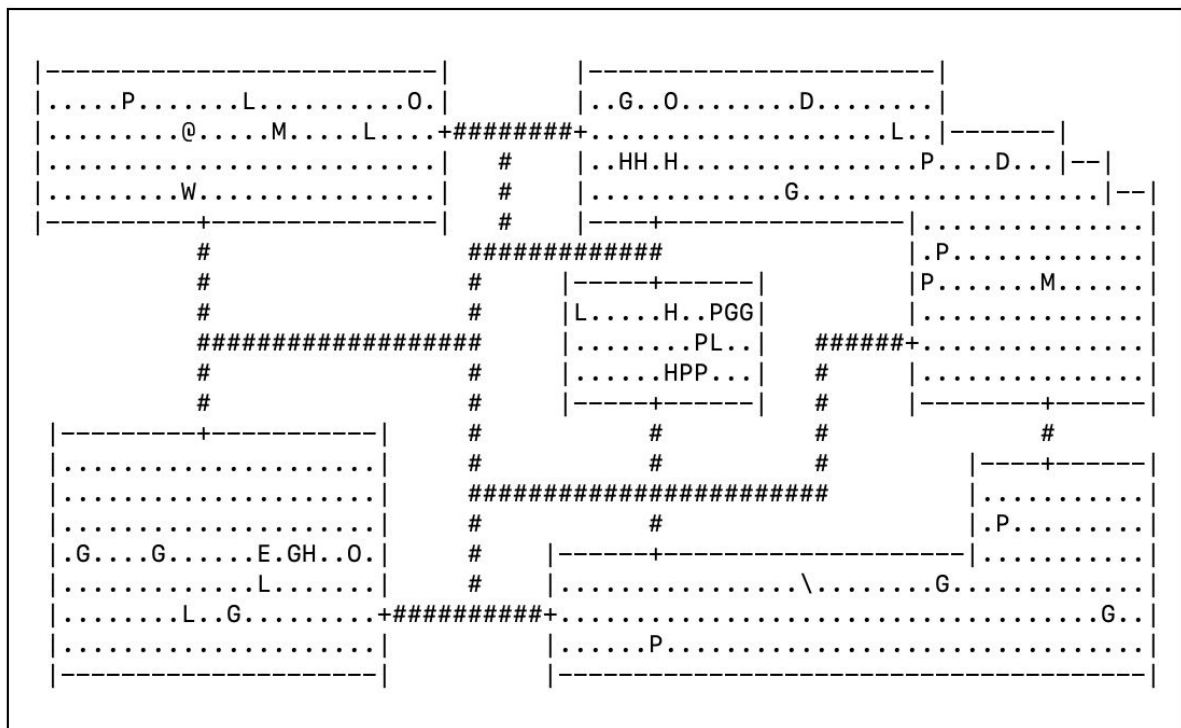Race: Vampire Gold: 0   Floor 1
HP: 50
Atk: 25
Def: 25
Action: Player character has spawned.

All characters and items are randomly generated, this is the initial state of the game. The user can now move on the floor by using keyboard commands (UP, DOWN, LEFT, RIGHT), or choose to type in directions such as "no", which stands for North.

```
|----------------------------|          |------------------------|
|.....P.......L..........O.|          |..G..O........D........|
|.........@.....M.....L....+########+....................L..|-------|
|............................|   #     |..HH.H.................P....D...|--|
|........W...................|   #     |.............G.....................|--|
|---------+---------------|   #     |----+---------------|...............|
         #                  #############         |.P.............|
         #                  #     |-----+------|    |P.......M......|
         #                  #     |L.....H..PGG|    |...............|
         ##################  |........PL..|   ######+...............|
         #                  #     |......HPP...|  #   |...............|
         #                  #     |-----+------|  #   |--------+------|
      |---------+-----------|   #          #        #              #
      |...................|   #          #        #   |----+------|
      |...................|   #          #        #   |...........|
      |...................|   ######################   |.P.........|
      |.G....G......E.GH..O.|   #          #         |...........|
      |...........L.......|   #     |------+-------------------|...........|
      |........L..G.........+##########+.....................................G..|
      |...................|          |......P........................|
      |-------------------|          |------------------------------|
```

Race: Vampire Gold: 0   Floor 1
HP: 50
Atk: 25
Def: 25
Action: PC moves South..

As the player character moves, all the enemies also perform an action.
In this case, all of them move.

```
|————————————————————————|              |————————————————————————|
|.....P...................|             |..G..........D........|
|.............L..M...L..+########+......................|————————|
|.......W................|      #      |.....HO..H...........P....D...|——|
|..........................O|    #      |....H.......G.......L...........|——|
|—————————@———————————————|    #      |————+————————————|..............|
         #                        #############    |.P.............|
         #                        #    |————+——————|    |P.........M....|
         #                        #    |.......LHPGG|    |..............|
         ##################        #    |..L..H..P...|    ######+..............|
         #                        #    |.......PP...|    #    |..............|
         #                        #    |————+——————|    #    |————————+——————|
|————————+——————————|    #        #        #          #
|....................|    #        #        #          |————+——————|
|....................|    #        #        #          |..........|
|...................O.|    #        ##########################    |.P.........|
|.G...G.......G....|    #        #        |————+——————————————|..........|
|....................|    #        |——————+——————————————|................\........G..........|
|.........LG...H....+##########+.....................................G..|
|...............EL....|             |......P.................................|
|————————————————————|             |————————————————————————|
```
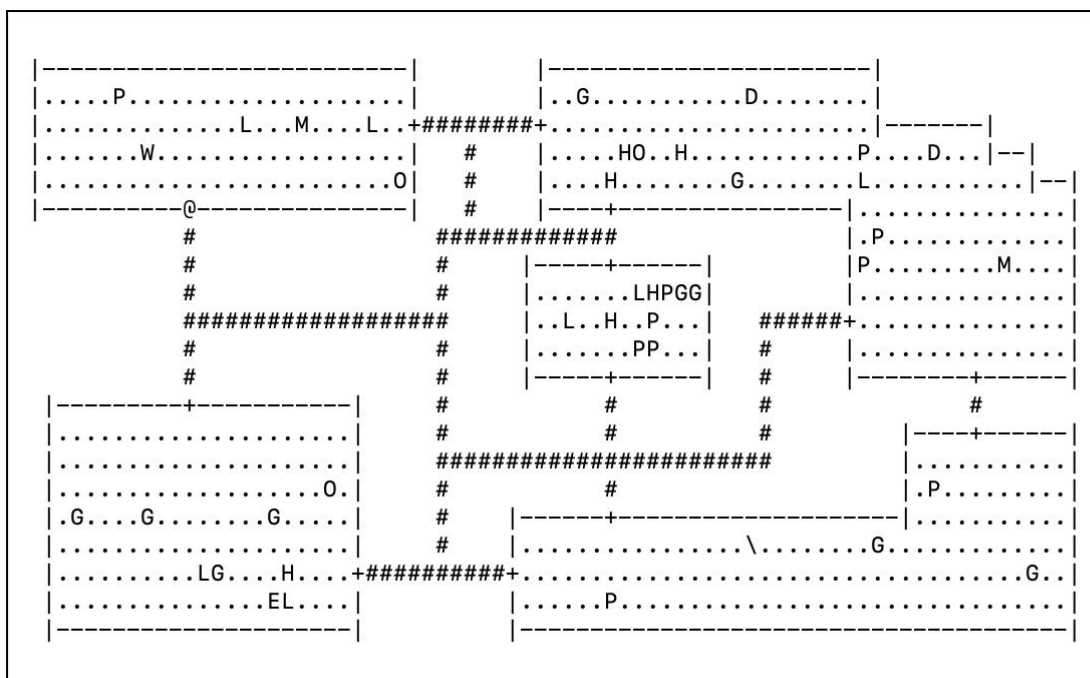
Race: Vampire Gold: 0   Floor 1
HP: 50
Atk: 25
Def: 25
Action: PC moves South+.

The player can occupy a doorway by moving to it.

```
  |--------------------------|        |-----------------------|
  |......P.........L...M.......|       |..G...........D........|
  |.............................+########+.........H...........|-------|
  |......W.....................|    #   |.....H.................P....D...|--|
  |..........................OL|    #   |.....HO......G..............L.......|--|
  |----------+--------------|    #   |---+---------------|................|
            #               ############|.P.............|
            @               #   |-----+------|        |P....M.........|
            #               #   |.L.......PGG|        |..............|
  #################       #   |........P...|   ######+..............|
            #               #   |...H.H.PP..L|   #   |..............|
            #               #   |-----+------|   #   |--------+------|
  |---------+-----------|    #        #        #   #   |........#
  |....................|    #        #        #   #   |----+------|
  |....................|    #######################   |..........|
  |....................|    #        #               |.P.........|
  |.G....G........G...OH|    #   |-----+--------------|..........|
  |....................|    #   |....................\........G..............|
  |............GL....E...+#########+..............................G..|
  |............L........|    |.......P............................|
  |--------------------|    |--------------------------------|
```

Race: Vampire Gold: 0   Floor 1
HP: 50
Atk: 25
Def: 25
Action: PC moves South..

This illustrate how the player is able to move between chambers by walking on the passages

```
|-----------------------|        |-------------------------|
|.....P........L...M.......|        |..G..........D........|
|.........................+########+.........H.............| |-------|
|.....W....................|    #    |.....H.................P....D...|--|
|.....................OL|    #    |.....HO......G................L.....|--|
|-----------+-----------|    #    |----+------------|..............|
            #              ############|.P.............|
            #                    #    |-----+------|          |P....M..........|
            #                    #    |.L.......PGG|          |...............|
    #################              |.........P...|  ######+.................|
            #                    #    |...H.H.PP..L|   #    |...............|
            #                    #    |-----+------|   #    |-------+------|
    |---------+-----------|    #          #          #          #
    |.....................|    #          #          #    |----+------|
    |.....................|    ###################     |...........|
    |...........@.........|    #          #          |.P.........|
    |.G....G.......G...OH|    #    |------+----------------|...........|
    |.....................|    #    |...................\........G..............|
    |.............GL....E...+##########+................................G..|
    |............L.........|        |......P................................|
    |--------------------|        |-------------------------------|
```
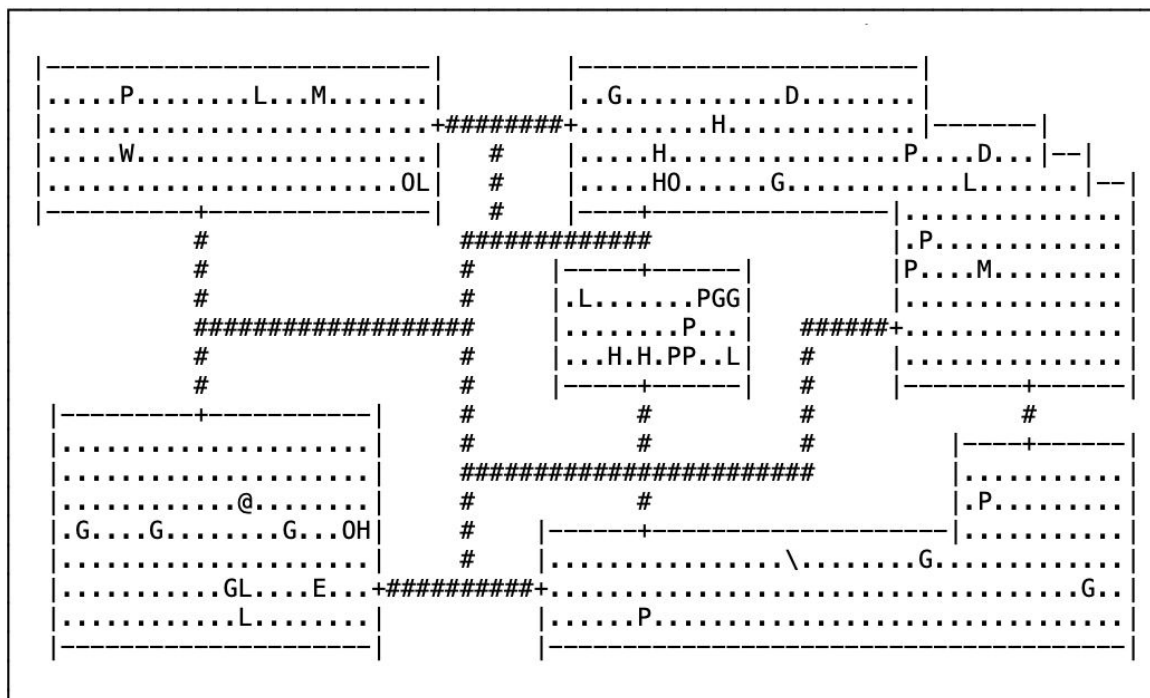
Race: Vampire Gold: 0   Floor 1
HP: 50
Atk: 25
Def: 25
Action: PC moves South..

The player is now in a new chamber.

```
 |--------------------------|      |-----------------------|
 |.........P................|      |..............P........|
 |...M....M...PO.........H..+########+.............L......|-------|
 |.GL..............W.......|    #    |......................................|--|
 |..P.....L..........EG...|    #    |..........P......@......G........|--|
 |----------+--------------|    #    |----+----------------|................|
           #                  ############                 |................|
           #                         #   |-----+------|     |.........L.....|
           #                         #   |....H......P|     |................|
           ####################      |.G.........P|  ######+............P..|
           #                  #      |..GGG...G...|  #      |...G...........|
           #                  #      |-----+------|  #      |--------+------|
 |----------+-----------|      #            #         #            #
 |.....................|      #            #         #       |----+------|
 |......P..L...L.......|      #########################       |...........|
 |.....................|      #            #                  |....O......|
 |........G...........|      #     |-------+----------------|...........|
 |...............L..O.|      #     |...........................O....|
 |.........O...........+##########+L....................P..........|
 |.............P.....|            |........................\.........M....|
 |-------------------|            |-----------------------------------|
```
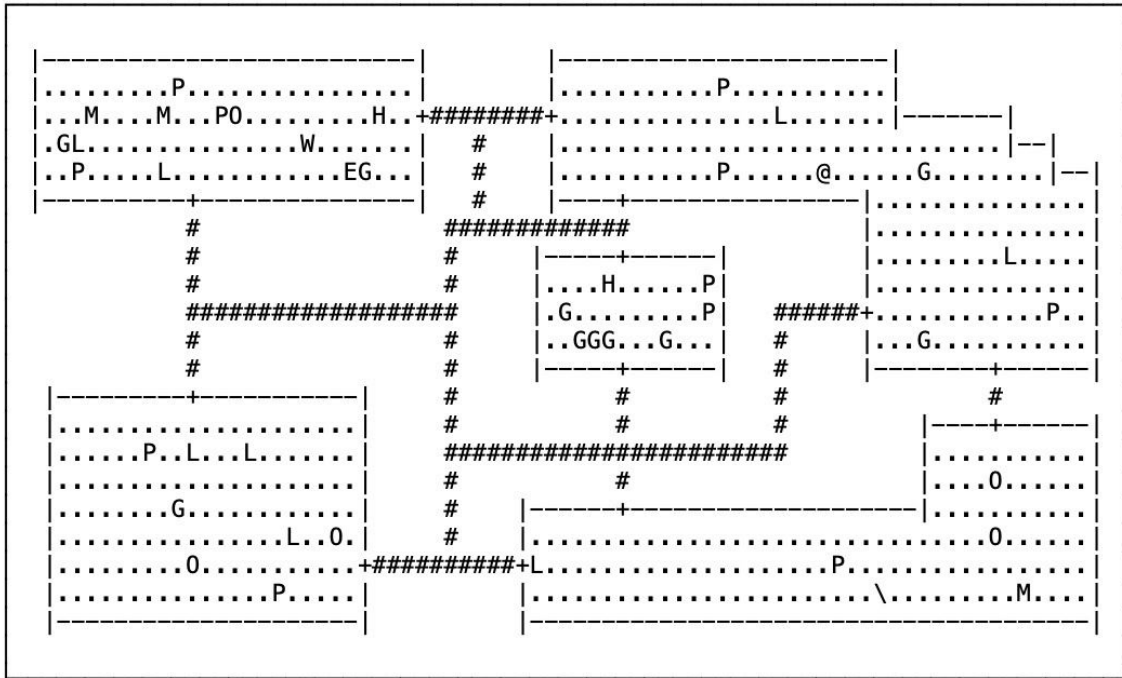
Race: Vampire Gold: 0   Floor 2
HP: 50
Atk: 25
Def: 25
Action: Player character has spawned..

The player enters the 2nd floor through the stairs, new enemies and items are randomly generated.