

## PIRATES.8xp

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My project is a game titled Pirates. The player controls the letter “P,” using the up/down and left/right arrow buttons. The goal of the game is to pick up a key, the letter “K”, and open a door, the letter “D”, all while avoiding the walls. Once the player reaches the door with the key, they complete the game. The game can be exited at anytime by pressing MODE.

The map used in the game is entered by the user into matrix [J] using a 1 for empty space, a 2 for the player, a 3 for the key, and a 4 for the door. The program will execute any map using these numbers.

Example map:

```
[[1 1 1 1 1 1 1 1 1 1 1 0 4 0]
 [1 1 0 0 0 0 1 1 0 0 0 1 1 0 1 0]
 [0 0 0 1 1 0 1 1 0 3 0 0 0 0 1 0]
 [0 1 1 1 1 0 0 0 0 1 1 1 1 1 1 0]
 [0 2 1 1 1 1 1 1 1 1 1 1 1 1 1 0]
 [0 1 0 0 0 1 1 1 1 0 0 0 0 0 0 0]
 [0 0 0 1 0 0 0 0 0 0 1 1 1 1 1 1]
 [1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1]]
```