

MainFunction

Start Application

Initialize Random Seed

Seed the random number generator using the current time to ensure unique sequences.

Get User Direction

Prompt the user to enter the desired direction of movement 'u', 'd', 'r', 'l' .

Get Wall Size

Prompt the user to enter the size of the next room's wall. The wall size must be an odd number greater than or equal to 5.

Determine Required Steps

Generate a random number of steps between 4 and 8 that the user must take to reach the treasure room.

Start Room Loop

Begin a loop that will execute the required number of steps.

Draw Room

Call the 'duvar' function to draw the current room based on the user's direction and the room's wall size.

Increment Steps

Increment the step counter to track the progress towards the treasure room.

Check if Treasure Room

Determine if the current room is the treasure room last room .

Not Treasure Room

Treasure Room

Draw Treasure Room

Call the 'duvar' function to draw the treasure room, with the '\$' character indicating the end.

End Application

Display a congratulatory message and wait for the user to exit.