**Detailed Report**

This Project contains multiple files including a header file, main file and a five-txt file for all the different maps used in this game. In the map there are different objects like mountains, forests, tunnel, player or the character and plains. The player cannot cross the mountains as it is boundary limit and the player can only move within the map using the ASWD meaning A for left, S for going downwards, W for going upwards, and D for going towards right. As we start the game it asks user for selecting the level and it has five levels or maps to select from and the user and choose whichever he/she wants to play. And after the user selects the map, the map will be loaded on the console through the txt file. So basically, the user can move its character wherever they want within the boundary defined.