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Game

This is a game called FIGHT THE WORLD. It’s the distant future and you have to figure out how to get to the main capital building to FIGHT THE EVIL MEMELORD. It starts when you, the protagonist, are in your hometown. This game is written using C and, using *if* and *else* statements, you have to make a series of choices and important decisions. Some of these decisions will be handled in functions and *case switch* statements. Some choices further your progress and some will send you down offshoot paths and create some world-building. These offshoot paths involve segments in which the outcome is determined by a randomizer. Each path takes you to the capital building *eventually* and the final battle is with the ruler of the land, the evil memelord. The choices you have made up until this point are what determine the outcome of the battle, and the ending of the game.