```cpp
#include <BearLibTerminal.h>
#include <cmath>
#include <iostream>
#include <cstdlib>
#include <ctime>
using namespace std;
#include "gooseEscapeUtil.hpp"
#include "gooseEscapeActors.hpp"
#include "gooseEscapeConsole.hpp"
#include "gooseEscapeGamePlay.hpp"

//set up the console.   Don't modify this line!
Console out;


const int RANDOM=10;
const int MONSTER_X=70;
const int MONSTER_Y=20;
const int COL=12;
const int COL2=24;

int main()
{
    int x=0,y=0;
    //Set up the window.  Don't edit these two lines
    terminal_open();
    terminal_set(SETUP_MESSAGE);

/*
The code below provides a skeleton of the game play.  You will need
write code for setting up the game board, and playing the game itsel
You can modify the code given as needed.

Call the functions that you have written in the game play file, and
you have added to the Actor class.
*/

    //make the player
    srand(time(0));
    x=(rand () % RANDOM)+1;
    y=(rand () % RANDOM)+1;
    Actor player(PLAYER_CHAR, x,y);
/* random function called to assign different starting
positions each time the game is played.*/

    //make the monster
    Actor monster(MONSTER_CHAR, MONSTER_X,MONSTER_Y);

    // Declare the array that will hold the game board "map"
    int game_world[NUM_BOARD_X][NUM_BOARD_Y]={0};
/*
Initiallize locations in the game board to have game features.  What
have man things to add to the game board?  Should you use a loop?  D
make sense to store this information in a file?  Should this code be
function as well?
*/
    /* game map location */
    for(int wall=COL;wall<=COL2;wall++)
    {
        game_world[wall][COL] = SHALL_NOT_PASS;
    }
    /* game map location */
    game_world[WIN][WIN] = WINNER;

    // Call the function to print the game board
    print_board();
    // Printing the instructions
    out.writeLine("Escape the Goose! " + monster.get_location_string());
    out.writeLine("Use the arrow keys to move");
    out.writeLine("If the goose catches you, you lose!");
    out.writeLine("Be careful! Sometimes the goose can jump walls!");

/*
This is the main game loop.  It continues to let the player give inp
as long as they do not press escape or close, they are not captured
the goose, and they didn't reach the win tile
*/
/*
All key presses start with "TK_" then the character.  So "TK_A" is t
key being pressed.
*/
    int keyEntered = TK_A;
    // can be any valid value that is not ESCAPE or CLOSE

    while(keyEntered != TK_ESCAPE && keyEntered != TK_CLOSE
    && !captured(player,monster) &&
    game_world[player.get_x()][player.get_y()]!=WINNER)
    {
        // get player key press
        keyEntered = terminal_read();

        if (keyEntered != TK_ESCAPE && keyEntered != TK_CLOSE)
        {
            // move the player, you can modify this function
            movePlayer(keyEntered,player,game_world);

            // call the goose's chase function
            move_the_Goose(player,monster,game_world);
```

```
      // call other functions to do stuff?
    }
  }

  if (keyEntered != TK_ESCAPE)
  {
    //once we're out of the loop, the game is over
    out.writeLine("Game Ended");
    //out.writeLine("Game has ended");
     while (terminal_read() != TK_CLOSE);
// output why:  did the goose get us, or did we get to the win locat
  }   // Wait until user closes the window



  //game is done, close it
  terminal_close();
}
```