```cpp
1: #ifndef GOOSE_ESCAPE_GAMEPLAY
2: #define GOOSE_ESCAPE_GAMEPLAY
3: #include "gooseEscapeUtil.hpp"
4: #include "gooseEscapeActors.hpp"
5: #include "gooseEscapeConsole.hpp"
6:
7: /*This file is all about the game world.  You will modify this to add
8: constants and function prototypes.  Modify gooseGamePlay.cpp to
9: actually add functionality.
10: */
11:
12: /*
13: Declare constants to indicate various game world features in the boar
14: array.  Modify them to fit what you would like to do in the game.  Yo
15: change the type if you choose to store your game board as something o
16: than intengers.
17: */
18: // Going further:  Learn how to use an enum for these values
19: const int EMPTY = 0;
20: const int SHALL_NOT_PASS = 1;
21: const int WINNER = 2;
22: const int WIN=13;
23: /*
24:     A few examples of characters both for actors and for the game boa
25:     itself are shown.
26: */
27: //display characters
28: const int PLAYER_CHAR = int('H');
29: const int MONSTER_CHAR = int('G');
30: const int WALL_CHAR = int('-');
31: const int WIN_CHAR = int('W');
32: //% sign, a special character used in the ancient game "Rogue"
33:
34: /*
35:     Game play function prototypes are give below.
36: */
37: void print_board();
38: /*
39: void print_board(int game_world)
40: {
41:     for(int i=0;i<100;i++)
42:     {
43:         for(int j=0; j<100;j++)
44:         {
45:             cout<<game_world[i][j];
46:         }
47:         cout<<endl;
48:     }
49: } */
```

```cpp
50: // print the game board function protype
51:
52: /*
53:     Do something when the goose captures the player
54:
55:     If you want to attack or something else, this is the function you
56:     need to change.  For example, maybe the two touch each other and
57:     then fight.  You could add a health to the Actor class that is
58:     updated.  Run, use weapons, it's up to you!
59: */
60: bool captured(Actor const & player, Actor const & monster);
61:
62: /*
63: Move the player to a new location based on the user input.  You may w
64: to modify this if there are extra controls you want to add.
65:
66: All key presses start with "TK_" then the character.  So "TK_A" is th
67: key being pressed.
68:
69: A look-up table might be useful.
70: You could decide to learn about switch statements and use them here.
71: */
72:
73: void movePlayer(int key, Actor & player,
74:                 int game_world[NUM_BOARD_X][NUM_BOARD_Y]);
75:
76: void move_the_Goose(Actor &player, Actor &goose,
77:                 int game_world[NUM_BOARD_X][NUM_BOARD_Y]);
78:
79: /*
80: What other functions do you need to make the game work?  What can you
81: add to the basic functionality to make it more fun to play?
82: */
83:
84:
85: #endif
```