

OUTPUTS FOR GAME

*The game is played on a width × height 2D grid.

*The game state is stored in game_state.txt and contains width, height, playerX, playerY, doorX and doorY respectively.

*If the file does not exist, a new game board is created.

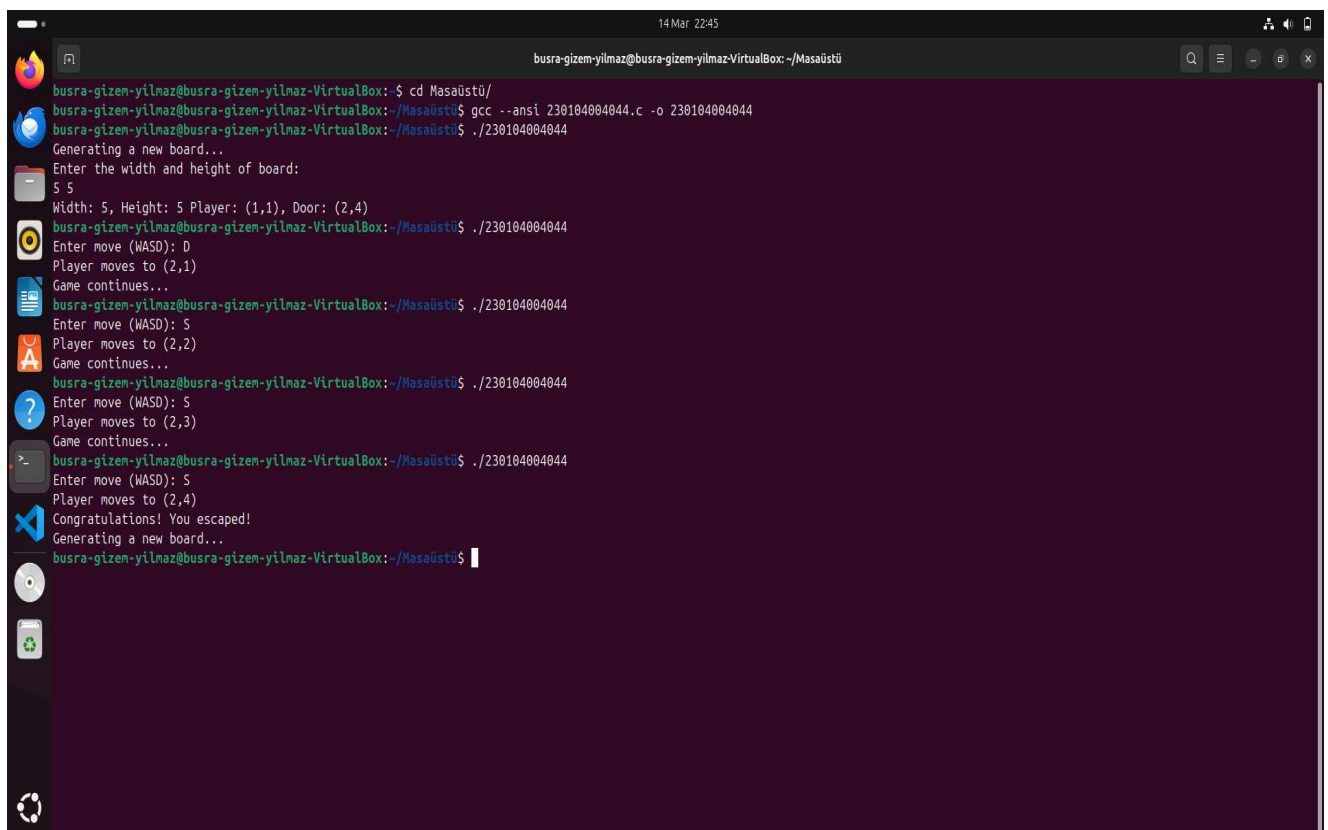
*The player moves using W, A, S, D keys:

- W → Moves up.
- A → Moves left.
- S → Moves down.
- D → Moves right.

*The game checks if the player reaches the door:

- If the player reaches the door, a congratulations message is displayed and a new game board is generated.

*The game progresses with each execution, meaning the player continues from their last position and moves closer to the door until they win.



```
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox: ~/Masaüstü
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~$ cd Masaüstü/
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$ gcc -ansi 230104004044.c -o 230104004044
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$ ./230104004044
Generating a new board...
Enter the width and height of board:
5 5
Width: 5, Height: 5 Player: (1,1), Door: (2,4)
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): D
Player moves to (2,1)
Game continues...
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): S
Player moves to (2,2)
Game continues...
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): S
Player moves to (2,3)
Game continues...
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): S
Player moves to (2,4)
Congratulations! You escaped!
Generating a new board...
busra-gizen-yilmaz@busra-gizen-yilmaz-VirtualBox:~/Masaüstü$
```

SOME ERRORS ABOUT GAME

*If the user tries to exceed the boundaries, the message “You hit a wall!” is displayed.

*If the user enters anything other than W, A, S, or D, the program displays the error message “Invalid option!”.

```
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Generating a new board...
Enter the width and height of board:
5 5
Width: 5, Height: 5 Player: (0,2), Door: (3,1)
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): A
You hit a wall! Try a different move.
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): W
Player moves to (0,1)
Game continues...
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): W
Player moves to (0,0)
Game continues...
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): W
You hit a wall! Try a different move.
```

```
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): F
Invalid option! Please choose one of them W, A, S or D.
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): 1
Invalid option! Please choose one of them W, A, S or D.
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$ ./230104004044
Enter move (WASD): .
Invalid option! Please choose one of them W, A, S or D.
busra-gizen-yilnaz@busra-gizen-yilnaz-VirtualBox:~/Masaüstü$
```