This game was made by Cameron Skidmore and Lydia Wachtman

Functions List:

* genLoc: fuction to generate the location for entities
* printBoard: prints current board
* printInvBoard: Prints the current invisible board
* getUserLocation: returns the players location to main
* checkArea: checks the area around the user and updates the visible area
* visReset: resets visible board
* spaceCheck: checks a single space. Called in areaCheck a bunch
* updatePlayer: updates the location of the player
* upateElon: updates the info for elon
* GameStatus: checks the status of the game to stop the loop
* vroomvroomQuestion: checks if the user wants to get in the car
* StoryAndRules: prints the story and rules
* HeBeenSpotted: controls elon’s movements. If he is awake, he moves randomly. If not, he does nothing
* awakeOrNah: checks to see if elon is awake
* howManySpottings: returns the amount of times you have seen or been seen by elon
* getDirection: gets the direction the player wants to move and checks to be sure they aren’t trying to move off the board or move onto the object
* returnLocation: returns the location to make it public
* setIboard: updates the invisible board. Called by gameboard to update from the current actual board
* setVboard: Updates the visible board. Called by gameboard to update rom the current actual board