

## C++ GAME

### TREASURE COLLECTOR

This game was made using simple C++ algorithms, where a player moves around the game world collecting treasures. The player must make sure not to move to the hole as this would be the end of the game, thus in loss. The player will be in victory after having collected all the treasures. Lastly the player cannot go over the obstacle in the game world.

**The game receives number of columns, rows and treasures via command line arguments. <number of cols> <number of rows> <number of treasures>**

KEYBOARD characters used:

(\*)-game world

(P)-Player

(O)-hole

(#)-obstacle

(\$)-treasure

DIA DESIGN:

