

The System

The system performs everything the project description asked. The program runs by typing in make then ./HW3.o input file. If the make file doesn't work type in gcc -std=c99 -Wall HW3.c Game.c LinkedList.c UpdatingView.c viewport.c then typing ./a.out inputFile.txt. I have run it through valgrind and when I preformed it valgrind said there were no memory leaks. When the program starts the code will say that the game is ready to go and the user must hit S to start the game I for the instructions or Q to quit. When the game starts the user can move by hitting U to go up D to go down L to go left and R to go right or Q to quit. Any decision the user makes the input must be all caps.

Design Decision

- All user input should be in all caps
- Up=U
- Down=D
- Right= R
- Left=L
- Ford=F
- Start the game=S
- Quit=Q
- Retreat=R
- Hunt=H
- Only rivers where you are and the end position are seen in the beginning

User Manual

The main code is in HW3.c. Game.c plays the game, keeps track of food. LinkedList.c creates, inserts, and deletes all nodes in both the map and the viewport. Updatingview.c updates the viewport by inserting and deleting the rows and columns necessary. viewport.c initializes the viewport and prints the viewport as the game progresses.

Overall Status

As far as I can tell I have completed everything this project has asked for.

Example game

Refer to the document labeled example game

Conclusion

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