```
#include <iostream>
#include<stdlib.h>

using namespace std;
 int
X=0,Y=0,exitX=0,exitY=0,enemy1X=0,enemy1Y=0,enemy2X=0,enemy2Y=0,enemy3X=0,enem
y3Y=0;
 int prevX,prevY;
 bool GWYNDead=1,ABYSSwalkerDead=1,TARKUSdemonDead=1;
 bool Gameover=1;
 bool PlayerDead=1;

void Input();
void updateGround();
void ABYSSwalkercombat();
void GWYNcombat();
void TARKUSdemoncombat();

class User{public:
string name;
string race;
int health;
int attack;
int arrows;
int attackbonus;
int rangedattack;
int Souls;
} _player;

class R1{public:
int health=50;
int attack=2;
int arrows=5;
int attackbonus=1;
int rangedattack=4;
int Souls=150;
;
} KNIGHT;

class R2{public:
int health=100;
int attack=4;
int arrows=4;
```

```
int attackbonus=1;
int rangedattack=2;
int Souls=150;
} WARRIOR;

class R3{public:
int health=50;
int attack=5;
int arrows=3;
int attackbonus=2;
int rangedattack=1;
int Souls=150;
} HUNTER;

class Enemy1{public:
int health=20;
char icon='Y';
int attack=3;
int arrows=0;
int rangedattack=0;
int attackbonus=0;
int Souls=0;
} GWYN;

class Enemy2{public:
int health=50;
char icon='O';
int attack=5;
int arrows=0;
int rangedattack=0;
int attackbonus=0;
int Souls=0;
} ABYSSwalker;

class Enemy3{public:
int health=30;
char icon='P';
int attack=4;
int arrows=0;
int rangedattack=0;
int attackbonus=0;
int Souls=0;
} TARKUSdemon;
```

```
const char BREADTH=21,LENGTH=41;
const char player='X';
const char Exit='E';
char GWYNicon='Y';
char ABYSSwalkericon='O';
char TARKUSdemonicon='P';
char deadicon=' ';

unsigned char ground[BREADTH][LENGTH]={
{'#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#
','#','#','#','#','#','#'},
{'#',' ',' ',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ','#'},
{'#','#','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ','#',' ',' ','#',' ',' ',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ','#',' ','#','#',' ','#',' ','#','
','#','#'},
{'#',' ','#',' ','#',' ','#','#',' ',' ','#','#',' ','#',' ',' ','#','#','#',' ',' ','#','#',' ',' ','#',' ','#',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ','
','#'},
{'#',' ','#',' ','#',' ',' ',' ','#',' ',' ',' ',' ','#',' ',' ','#','#','#','#',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#','#'},
{'#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ','#',' ',' ','#',' ','#',' ','#',' ',' ','#',' ',' ',' ',' ','#'},
{'#',' ','#',' ','#',' ',' ',' ','#',' ','#','#','#',' ',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#','#',' ',' ','#',' ',' ','#','#',' ','#','#','
','#'},
{'#',' ',' ',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#','#','#',' ','#',' ',' ',' ','#',' ','#',' ','#',' ',' ','#',' ',' ','#',' ',' ',' ','#',' ',' ','
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','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#'},
{'#',' ','#','#','#','#','#','#','#','#','#',' ',' ',' ',' ',' ',' ','#','#','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ',' ','#',' ',' ','#',' ',' ','
','#'},
{'#',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ','#','#','#','#','#','#',' ',' ','#',' ','#',' ',' ',' ',' ','#',' ','#',' ',' ',' ','#','
','#'},
{'#',' ','#',' ',' ',' ',' ',' ',' ','#','#',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#','#'},
{'#',' ','#','#',' ',' ',' ','#','#','#',' ',' ','#','#','#',' ',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ','#',' ','#',' ','#',' ',' ','#',' ','
','#'},
{'#',' ','#',' ',' ','#',' ','#',' ',' ',' ',' ',' ',' ',' ',' ','#','#',' ',' ',' ','#',' ',' ','#',' ',' ','#','#',' ',' ',' ','#','#','#',' ',' ',' ',' ','
','#'},
{'#',' ','#',' ','#','#','#','#','#','#','#',' ','#','#',' ','#','#','#','#',' ',' ',' ',' ','#','#',' ',' ',' ',' ',' ','#','#','#','#','#',' ',' ',' ','
','#','#'},
{'#',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ',' ',' ',' ',' ','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','
',' ','#'},
{'#',' ','#',' ',' ',' ',' ',' ',' ',' ','#',' ','#',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#'},
{'#',' ','#','#',' ',' ',' ',' ',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#'},
```

```
{'#',' ',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ','#',' ',' ',' ',' ',' ',' ',' ',' ','#',' ','#',' ','#',' ',' ','#',' ',' ',' ',' ','#','#','#',' ','#'},
{'#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#
','#','#','#','#','#','#'}
};

int main(){

string name;
char chooseRace;
X=19;
Y=7;
exitX=19;
exitY=39;

enemy1X=10;
enemy1Y=23;

enemy2X=5;
enemy2Y=3;

enemy3X=9;
enemy3Y=13;

GWYNDead=false;
TARKUSdemonDead=false;
ABYSSwalkerDead=false;
Gameover=false;
PlayerDead=false;

ground[enemy1X][enemy1Y]=GWYNicon;
ground[enemy2X][enemy2Y]=ABYSSwalkericon;
ground[enemy3X][enemy3Y]=TARKUSdemonicon;
ground[exitX][exitY]='!';

cout<<"#####################################################################
###";
cout<<"                                                    ";
cout<<"                         DUNK SOULS                              ";
cout<<"                     [A DEBTIRTHA SAHA GAME]                                   ";
cout<<"####################################################################";
cout<<endl;

cout<<"Enter name: ";
```

```
cin>>name;
_player.name=name;

cout<<"WELCOME"<<endl<<_player.name<<' ';

cout<<"Choose your class: "<<endl;
cout<<"{k}-KNIGHT,{w}=WARRIOR,{h}=HUNTER"<<endl;
cin>>chooseRace;

switch(chooseRace){
case 'k':
  _player.health=KNIGHT.health;
  _player.Souls=KNIGHT.Souls;
  _player.arrows=KNIGHT.arrows;
  _player.attack=KNIGHT.attack;
  _player.attackbonus=KNIGHT.attackbonus;
  _player.rangedattack=KNIGHT.rangedattack;
  _player.race="KNIGHT";
  break;

case 'w':
  _player.health=WARRIOR.health;
  _player.Souls=WARRIOR.Souls;
  _player.arrows=WARRIOR.arrows;
  _player.attack=WARRIOR.attack;
  _player.attackbonus=WARRIOR.attackbonus;
  _player.rangedattack=WARRIOR.rangedattack;
  _player.race="WARRIOR";
  break;

case 'h':
  _player.health=HUNTER.health;
  _player.Souls=HUNTER.Souls;
  _player.arrows=HUNTER.arrows;
  _player.attack=HUNTER.attack;
  _player.attackbonus=HUNTER.attackbonus;
  _player.rangedattack=HUNTER.rangedattack;
  _player.race="HUNTER";
  break;

  default:
    break;
```

```
}

cout<<"Chose to play as: "<<_player.name<<' '<<"the"<<' '<<_player.race<<endl;
cout<<"Your stats are: "<<endl;
cout<<"Health: "<<_player.health<<endl;
cout<<"Souls(USED to HEAL,1 HEAL=10 souls ): "<<_player.Souls<<endl;
cout<<"Damage: "<<_player.attack<<endl;
cout<<"Range attack: "<<_player.rangedattack<<endl;
cout<<"Arrows: "<<_player.arrows<<endl;
cout<<"Attack bonus: "<<_player.attackbonus<<endl;
cout<<endl;
cout<<"YOU wake up in a dark,dreary dungeon"<<endl<<"You are 'X' and you NEED to reach
your goal (!)"<<endl;
cout<<" ATTENTION!!! UNAVOIDABLE HIT:An unavoidable ATTACK hits you when your
opponent dies!!"<<endl;
cout<<endl;
cout<<"YOU ARE READY TO PLAY!(PRESS 'w'(or)'s'(or)'a'(or)'d' to reveal the dungeon)";

while(!PlayerDead){
   Input();
   updateGround();

   if(ground[X][Y]==ground[exitX][exitY]){
      break;
   }
   if((ground[X][Y]==ground[enemy1X][enemy1Y])&(!GWYNDead)){
      cout<<endl<<"You found the lord of Cinder-GWYN ";
      GWYNcombat();}

   if((ground[X][Y]==ground[enemy2X][enemy2Y])&(!ABYSSwalkerDead)){
      cout<<endl<<"You found the ABYSSwalker ";
      ABYSSwalkercombat();}

   if((ground[X][Y]==ground[enemy3X][enemy3Y])&(!TARKUSdemonDead)){
      cout<<endl<<"You found the TARKUSdemon ";
      TARKUSdemoncombat();}
}

if(PlayerDead){cout<<endl<<"GAME OVER!"<<endl<<"YOU FAILED"<<endl<<"TRY
AGAIN";}else{
cout<<endl<<"YOU SUCCESSFULLY CROSSED THE DUNGEON!!!"<<endl;
Gameover=true;
PlayerDead=false;
```

```
}



   return 0;
}

void GWYNcombat(){
cout<<endl;
cout<<"Your stats are"<<"  "<<"GWYN stats are"<<endl;
cout<<"Health: "<<_player.health<<"    "<<"Health: "<<GWYN.health<<endl;
cout<<"Souls: "<<_player.Souls<<"    "<<"Souls: "<<GWYN.Souls<<endl;
cout<<"Damage: "<<_player.attack<<"    "<<"Damage: "<<GWYN.attack<<endl;
cout<<"Arrows: "<<_player.arrows<<"    "<<"Arrows: "<<GWYN.arrows<<endl;
cout<<"Ranged attack: "<<_player.rangedattack<<"  "<<"Ranged attack:
"<<GWYN.rangedattack<<endl;
cout<<"Attack bonus: "<<_player.attackbonus<<"   "<<"Attack bonus:
"<<GWYN.attackbonus<<endl;
cout<<endl;
cout<<"What would you like to do ?"<<endl<<"Press (1) to attack"<<endl<<"Press (2) to fire
arrow"<<endl<<"Press (3) to heal"<<endl;

while(GWYN.health>0){
  int GWYNcombatoptions;
  cin>>GWYNcombatoptions;
  switch(GWYNcombatoptions){
    case 1:{
        int doeshitdamage=rand()%4;
        int meleedamage=_player.attack;

        if(doeshitdamage==0){
          cout<<endl<<_player.name<<" MISSES "<<"GWYN"<<endl;}

        else{
          meleedamage *=_player.attackbonus;
          GWYN.health -=meleedamage;

          if(GWYN.health<0){GWYN.health=0;}

          cout<<endl<<_player.name<<" hits "<<"GWYN"<<"for"<<meleedamage<<" damage
"<<endl;
```

```
          cout<<endl<<" GWYN'S HEALTH drops TO "<<GWYN.health<<endl;
        }

      break;
      }
    case 2:{
      if(_player.arrows>0){
         _player.arrows -=1;

         int doesarrowdamage=rand()%5;
         int rangedamage=_player.rangedattack;

         if(doesarrowdamage==0){cout<<endl<<_player.name<<" MISSES "<<"GWYN"<<endl;}
         else{
            rangedamage *=_player.attackbonus;
            GWYN.health -=rangedamage;

            if(GWYN.health<0){GWYN.health=0;}

            cout<<endl<<_player.name<<" shoots GWYN causing "<< rangedamage<<" Damage
"<<endl;
            cout<<endl<<" GWYN'S HEALTH drops TO "<<GWYN.health<<endl;
            cout<<endl<<_player.name<<" now has "<<_player.arrows<<" arrows left "<<endl;

         }}else{cout<<endl<<_player.name<<" is out of arrows "<<endl;}

         break;
         }
     case 3:{
          if(_player.Souls >0){
            _player.Souls -=10;

            int heal=rand()%10+15;
            _player.health +=heal;

            cout<<endl<<_player.name<<" gains "<<heal<<endl;
            cout<<endl<<_player.name<<" has "<<_player.health<<" HEALTH and
"<<_player.Souls<<" Souls "<<endl;
          }else{cout<<endl<<_player.name<<" is out of Souls!!"<<endl;}

          break;
          }
     default:{
```

```
            break;
            }}


          if(GWYN.health<=0){
            GWYNDead=true;
            cout<<endl<<_player.name<<" killed "<<" GWYN "<<endl;



          }

    int doesGWYNdamage=rand()%8;
    int GWYNdamage=GWYN.attack;

    if(doesGWYNdamage==0){cout<<endl<<" GWYN misses "<<_player.name<<endl;}
    else{
        _player.health-=GWYNdamage;
        if(_player.health<0){_player.health=0;
        }
        cout<<endl<<"GWYN strikes "<<_player.name<<" resulting in "<<GWYNdamage<<"
damage "<<endl;
        cout<<endl<<_player.name<<"'s HEALTH drops down to "<<_player.health<<endl;
    }

    if(_player.health<=0){

        cout<<endl<<" GWYN killed "<<_player.name<<endl;
        cout<<"YOU DIED!!"<<endl;
        cout<<"Press 'y' to continue"<<endl;
        char _continue;
        cin>>_continue;

        if(_continue=='y'){
            PlayerDead=true;
            Gameover=true;
            break;
        }

      }
}

}
```

```
void ABYSSwalkercombat(){
cout<<endl;
cout<<"Your stats are"<<  "<<"ABYSSwalker stats are"<<endl;
cout<<"Health: "<<_player.health<<    "<<"Health: "<<ABYSSwalker.health<<endl;
cout<<"Souls: "<<_player.Souls<<    "<<"Souls: "<<ABYSSwalker.Souls<<endl;
cout<<"Damage: "<<_player.attack<<    "<<"Damage: "<<ABYSSwalker.attack<<endl;
cout<<"Arrows: "<<_player.arrows<<    "<<"Arrows: "<<ABYSSwalker.arrows<<endl;
cout<<"Ranged attack: "<<_player.rangedattack<<"  "<<"Ranged attack:
"<<ABYSSwalker.rangedattack<<endl;
cout<<"Attack bonus: "<<_player.attackbonus<<"   "<<"Attack bonus:
"<<ABYSSwalker.attackbonus<<endl;
cout<<endl;
cout<<"What would you like to do ?"<<endl<<"Press (1) to attack"<<endl<<"Press (2) to fire
arrow"<<endl<<"Press (3) to heal"<<endl;

while(ABYSSwalker.health>0){
  int ABYSSwalkercombatoptions;
  cin>>ABYSSwalkercombatoptions;
  switch(ABYSSwalkercombatoptions){
    case 1:{
        int doeshitdamage=rand()%4;
        int meleedamage=_player.attack;

        if(doeshitdamage==0){
          cout<<endl<<_player.name<<" MISSES "<<"ABYSSwalker"<<endl;}

        else{
          meleedamage *=_player.attackbonus;
          ABYSSwalker.health -=meleedamage;

          if(ABYSSwalker.health<0){ABYSSwalker.health=0;}

          cout<<endl<<_player.name<<" hits "<<"ABYSSwalker"<<"for"<<meleedamage<<"
damage "<<endl;
          cout<<endl<<" ABYSSwalker'S HEALTH drops TO "<<ABYSSwalker.health<<endl;
        }

      break;
      }
    case 2:{
```

```
       if(_player.arrows>0){
          _player.arrows -=1;

          int doesarrowdamage=rand()%5;
          int rangedamage=_player.rangedattack;

          if(doesarrowdamage==0){cout<<endl<<_player.name<<" MISSES
"<<"ABYSSwalker"<<endl;}
          else{
             rangedamage *=_player.attackbonus;
             ABYSSwalker.health -=rangedamage;

             if(ABYSSwalker.health<0){ABYSSwalker.health=0;}

             cout<<endl<<_player.name<<" shoots ABYSSwalker causing "<< rangedamage<<"
Damage "<<endl;
             cout<<endl<<" ABYSSwalker'S HEALTH drops TO "<<ABYSSwalker.health<<endl;
             cout<<endl<<_player.name<<" now has "<<_player.arrows<<" arrows left "<<endl;

          }}else{cout<<endl<<_player.name<<" is out of arrows "<<endl;}

          break;
          }
     case 3:{
           if(_player.Souls >0){
             _player.Souls -=10;

             int heal=rand()%10+15;
             _player.health +=heal;

             cout<<endl<<_player.name<<" gains "<<heal<<endl;
             cout<<endl<<_player.name<<" has "<<_player.health<<" HEALTH and
"<<_player.Souls<<" Souls "<<endl;
          }else{cout<<endl<<_player.name<<" is out of Souls!!"<<endl;}

           break;
           }
     default:{
           break;
           }}


        if(ABYSSwalker.health<=0){
```

```
            ABYSSwalkerDead=true;
            cout<<endl<<_player.name<<" killed "<<" ABYSSwalker "<<endl;



          }

    int doesABYSSwalkerdamage=rand()%8;
    int ABYSSwalkerdamage=ABYSSwalker.attack;

    if(doesABYSSwalkerdamage==0){cout<<endl<<" ABYSSwalker misses
"<<_player.name<<endl;}
    else{
        _player.health-=ABYSSwalkerdamage;
        if(_player.health<0){_player.health=0;
        }
        cout<<endl<<"ABYSSwalker strikes "<<_player.name<<" resulting in
"<<ABYSSwalkerdamage<<" damage "<<endl;
        cout<<endl<<_player.name<<"'s HEALTH drops down to "<<_player.health<<endl;
    }

    if(_player.health<=0){

        cout<<endl<<" ABYSSwalker killed "<<_player.name<<endl;
        cout<<"YOU DIED!!"<<endl;
        cout<<"Press 'y' to continue"<<endl;
        char _continue;
        cin>>_continue;

        if(_continue=='y'){
            PlayerDead=true;
            Gameover=true;
            break;
        }

     }
}

}
```

```
void TARKUSdemoncombat(){
cout<<endl;
cout<<"Your stats are"<<"  "<<"TARKUSdemon stats are"<<endl;
cout<<"Health: "<<_player.health<<"    "<<"Health: "<<TARKUSdemon.health<<endl;
cout<<"Souls: "<<_player.Souls<<"    "<<"Souls: "<<TARKUSdemon.Souls<<endl;
cout<<"Damage: "<<_player.attack<<"    "<<"Damage: "<<TARKUSdemon.attack<<endl;
cout<<"Arrows: "<<_player.arrows<<"    "<<"Arrows: "<<TARKUSdemon.arrows<<endl;
cout<<"Ranged attack: "<<_player.rangedattack<<"  "<<"Ranged attack:
"<<TARKUSdemon.rangedattack<<endl;
cout<<"Attack bonus: "<<_player.attackbonus<<"   "<<"Attack bonus:
"<<TARKUSdemon.attackbonus<<endl;
cout<<endl;
cout<<"What would you like to do ?"<<endl<<"Press (1) to attack"<<endl<<"Press (2) to fire
arrow"<<endl<<"Press (3) to heal"<<endl;

while(TARKUSdemon.health>0){
  int TARKUSdemoncombatoptions;
  cin>>TARKUSdemoncombatoptions;
  switch(TARKUSdemoncombatoptions){
    case 1:{
        int doeshitdamage=rand()%4;
        int meleedamage=_player.attack;

        if(doeshitdamage==0){
          cout<<endl<<_player.name<<" MISSES "<<"TARKUSdemon"<<endl;}

        else{
          meleedamage *=_player.attackbonus;
          TARKUSdemon.health -=meleedamage;

          if(TARKUSdemon.health<0){TARKUSdemon.health=0;}

          cout<<endl<<_player.name<<" hits "<<"TARKUSdemon"<<"for"<<meleedamage<<"
damage "<<endl;
          cout<<endl<<" TARKUSdemon'S HEALTH drops TO "<<TARKUSdemon.health<<endl;
        }

      break;
      }
    case 2:{
      if(_player.arrows>0){
         _player.arrows -=1;
```

```
        int doesarrowdamage=rand()%5;
        int rangedamage=_player.rangedattack;

        if(doesarrowdamage==0){cout<<endl<<_player.name<<" MISSES
"<<"TARKUSdemon"<<endl;}
        else{
           rangedamage *=_player.attackbonus;
           TARKUSdemon.health -=rangedamage;

           if(TARKUSdemon.health<0){TARKUSdemon.health=0;}

           cout<<endl<<_player.name<<" shoots TARKUSdemon causing "<< rangedamage<<"
Damage "<<endl;
           cout<<endl<<" TARKUSdemon's HEALTH drops TO
"<<TARKUSdemon.health<<endl;
           cout<<endl<<_player.name<<" now has "<<_player.arrows<<" arrows left "<<endl;

        }}else{cout<<endl<<_player.name<<" is out of arrows "<<endl;}

        break;
        }
    case 3:{
         if(_player.Souls >0){
           _player.Souls -=10;

           int heal=rand()%10+15;
           _player.health +=heal;

           cout<<endl<<_player.name<<" gains "<<heal<<endl;
           cout<<endl<<_player.name<<" has "<<_player.health<<" HEALTH and
"<<_player.Souls<<" Souls "<<endl;
         }else{cout<<endl<<_player.name<<" is out of Souls!!"<<endl;}

         break;
         }
    default:{
         break;
         }}


       if(TARKUSdemon.health<=0){
         TARKUSdemonDead=true;
         cout<<endl<<_player.name<<" killed "<<" TARKUSdemon "<<endl;
```

```
        }

    int doesTARKUSdemondamage=rand()%8;
    int TARKUSdemondamage=TARKUSdemon.attack;

    if(doesTARKUSdemondamage==0){cout<<endl<<" TARKUSdemon misses
"<<_player.name<<endl;}
    else{
        _player.health-=TARKUSdemondamage;
        if(_player.health<0){_player.health=0;
        }
        cout<<endl<<"TARKUSdemon strikes "<<_player.name<<" resulting in
"<<TARKUSdemondamage<<" damage "<<endl;
        cout<<endl<<_player.name<<"'s HEALTH drops down to "<<_player.health<<endl;
    }

    if(_player.health<=0){

        cout<<endl<<" TARKUSdemon killed "<<_player.name<<endl;
        cout<<"YOU DIED!!"<<endl;
        cout<<"Press 'y' to continue"<<endl;
        char _continue;
        cin>>_continue;

        if(_continue=='y'){
            PlayerDead=true;
            Gameover=true;
            break;
        }

     }
}

}
```

```
void Input(){
    cout<<endl<<"Your GOAL is to find and reach THE '!' marker";
    cout<<endl<<"COMMAND:(Use the letters 'w','s','a','d' and then hit 'ENTER' to move)  ";
    unsigned char MOVE;
    cin>>MOVE;


    switch(MOVE)
{
   case 'a':

       if(ground[X][Y-1] !='#'){
          Y--;
          ground[prevX][prevY]=' ';
          }
       system("cls");
       break;

   case 'd':

       if(ground[X][Y+1] !='#'){
          Y++;
          ground[prevX][prevY]=' ';
          }
       system("cls");
       break;

  case 'w':

       if(ground[X-1][Y] !='#'){
          X--;
          ground[prevX][prevY]=' ';
          }
       system("cls");
       break;

  case 's':

       if(ground[X+1][Y] !='#'){
          X++;
          ground[prevX][prevY]=' ';
          }
```

```
        system("cls");
        break;

  default:
    cout<<"INVALID ACTION !"<<endl;
    break;

    }

}


void updateGround(){

unsigned char ground[BREADTH][LENGTH]={
{'#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#
','#','#','#','#','#','#'},
{'#',' ',' ',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ','#'},
{'#','#','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ','#',' ',' ','#',' ',' ',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ','#',' ','#','#',' ','#',' ','#','
','#','#'},
{'#',' ','#',' ','#',' ','#','#',' ',' ','#','#',' ','#',' ',' ','#','#','#',' ',' ','#','#',' ',' ','#',' ','#',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ','
','#'},
{'#',' ','#',' ','#',' ',' ',' ','#',' ',' ',' ',' ','#',' ',' ','#','#','#','#',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#','#'},
{'#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ','#',' ',' ','#',' ','#',' ','#',' ',' ','#',' ',' ',' ',' ','#'},
{'#',' ','#',' ','#',' ',' ',' ','#',' ','#','#','#',' ',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#','#',' ',' ','#',' ',' ','#','#',' ','#','#','
','#'},
{'#',' ',' ',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#','#','#',' ','#',' ',' ',' ','#',' ','#',' ','#',' ',' ','#',' ',' ','#',' ',' ',' ','#',' ',' ','
','#','#'},
{'#','#','#','#',' ','#',' ','#',' ','#','#','#',' ',' ',' ',' ',' ',' ',' ','#','#',' ',' ',' ','#','#','#',' ',' ','#','#','#',' ',' ',' ','#',' ',' ',' ','
','#'},
{'#',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ','#','#',' ',' ','#',' ',' ','#','
','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#'},
{'#',' ','#','#','#','#','#','#','#','#','#',' ',' ',' ',' ',' ',' ','#','#','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ',' ','#',' ',' ','#',' ',' ','
','#'},
{'#',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ','#','#','#','#','#','#',' ',' ','#',' ','#',' ',' ',' ',' ','#',' ','#',' ',' ',' ','#','
','#'},
{'#',' ','#',' ',' ',' ',' ',' ',' ','#','#',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#','#'},
{'#',' ','#','#',' ',' ',' ','#','#','#',' ',' ','#','#','#',' ',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ','#',' ','#',' ','#',' ',' ','#',' ','
','#'},
{'#',' ','#',' ',' ','#',' ','#',' ',' ',' ',' ',' ',' ',' ',' ','#','#',' ',' ',' ','#',' ',' ','#',' ',' ','#','#',' ',' ',' ','#','#','#',' ',' ',' ',' ','
','#'},
{'#',' ','#',' ','#','#','#','#','#','#','#',' ','#','#',' ','#','#','#','#',' ',' ',' ',' ','#','#',' ',' ',' ',' ',' ','#','#','#','#','#',' ',' ',' ','
','#','#'},
```

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{'#',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ',' ',' ',' ',' ','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','
',' ','#'},
{'#',' ','#',' ',' ',' ',' ',' ',' ',' ','#',' ','#',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#'},
{'#',' ','#','#',' ',' ',' ',' ',' ',' ','#',' ',' ','#',' ','#',' ',' ',' ',' ',' ','#',' ',' ','#',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ',' ','#'},
{'#',' ',' ',' ',' ',' ',' ',' ',' ',' ','#',' ',' ',' ',' ','#',' ','#',' ',' ',' ',' ',' ',' ','#',' ','#',' ','#',' ',' ','#',' ',' ',' ',' ','#','#','#',' ','#'},
{'#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#','#
','#','#','#','#','#','#'}
};

if(!GWYNDead){ground[enemy1X][enemy1Y]=GWYNicon;
}else{
  ground[enemy1X][enemy1Y]=deadicon;
}

if(!ABYSSwalkerDead){ground[enemy2X][enemy2Y]=ABYSSwalkericon;
}else{
  ground[enemy2X][enemy2Y]=deadicon;
}

if(!TARKUSdemonDead){ground[enemy3X][enemy3Y]=TARKUSdemonicon;
}else{
  ground[enemy3X][enemy3Y]=deadicon;
}

ground[X][Y]=player;
ground[exitX][exitY]='!';

for(int y=0;y<BREADTH;y++){
   cout<<endl;
   for(int x=0;x<LENGTH;x++){cout<<ground[y][x];}
}


}
```