```cpp
//Denzel P, Dariusz D
//gooseEscapeGamePlay.hpp

#ifndef GOOSE_ESCAPE_GAMEPLAY
#define GOOSE_ESCAPE_GAMEPLAY
#include "gooseEscapeUtil.hpp"
#include "gooseEscapeActor.hpp"
#include "gooseEscapeConsole.hpp"

/*
    This file is all about the game world.  You will modify this to add
    constants and function prototypes.  Modify gooseGamePlay.cpp to
        actually add functionality.
*/

/*
    Declare constants to indicate various game world features in the board
    array.  Modify them to fit what you would like to do in the game.  You can
    change the type if you choose to store your game board as something other
    than integers.
*/

// Going further:  Learn how to use an enum for these values
const int EMPTY = 0;
const int SHALL_NOT_PASS = 1;
const int WINNER = 2;
const int LANDMINE = 3;
const int POWER = 4;

/*
    A few examples of characters both for actors and for the game board itself
    are shown.
*/
//display characters
const int PLAYER_CHAR = int('@');
const int MONSTER_CHAR = int('G');
const int WALL_CHAR = int('o');
const int WIN_CHAR = int('%'); //% sign, a special character used in the ancient game "Rogue"
const int LANDMINE_CHAR = int('#');
const int POWER_CHAR = int('F');

/*
    Going further:  Learn about pass by constant reference and the modify the
    functions to use it appropriately.
*/

/*
        Print the game world
*/
void randomSetup(int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X], int & xSafe, int & ySafe);
```

```cpp
void printWorld(int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

/*
    Do something when the goose captures the player
*/
bool captured(Actor const & player, Actor const & monster);

//check win
bool safe(Actor const & player, int ySafe, int xSafe);

bool isDead(Actor & player);

/*
    Move the player to a new location based on the user input
*/
int whichMove(int key, Actor & player, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X], int powerCount,
        int addBackMines[NUM_SCREEN_Y][NUM_SCREEN_X]);

void injure(Actor & player, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

bool checkPower(Actor & player, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

void movePlayer(int key, Actor & player, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

void powerUp(int powerCount, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X],
        int addBackMines[NUM_SCREEN_Y][NUM_SCREEN_X]);

void moveGoose(Actor & player, Actor & monster, int gameBoard[NUM_SCREEN_Y][NUM_SCREEN_X]);

/*
    What other functions do you need to make the game work?  What can you add
    to the basic functionality to make it more fun to play?
*/

#endif
```