**WatchFunctions.c**

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filename WatchFunctions.c

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Brief Description:

This file defines the functions to create a specific item, the "watch".

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#include "stdafx.h" /\* NULL, UNREFERENCED\_PARAMETER \*/

#include "WatchFunctions.h" /\* Function declarations \*/

#include "GameState.h" /\* struct GameState, GameState\_EndGame \*/

#include "ItemList.h" /\* ItemList\_FindItem \*/

#include "Item.h" /\* Item\_Create \*/

typedef struct WorldData WorldData;

/\* Build a "Watch" object \*/

Item\* Watch\_Build()

{

/\* Create a "Watch" item, using the functions defined in this file \*/

return Item\_Create("watch", "A small black watch with a leather band wrists on your wrist\n", true, NULL, NULL, NULL, NULL, NULL);

}