

```
1 #pragma once
2
3 #include "itemsandobjects.h"
4 class game :public itemsandobjects
5 {
6 public:
7     int optionsize;
8
9     int result;
10    string Option1;
11    string Option2;
12    string Option3;
13    string Option4;
14    string Option5;
15    string Option6;
16    string Decision1;
17    string Decision2;
18    string Decision3;
19    string Decision4;
20    string Decision5;
21    string Decision6;
22    int round;
23    int RoomID;
24
25
26    game();
27
28    int getoptionsize();
29
30    int setoptionsize(int theINT);
31
32    int setresult(int theINT);
33
34    int getresult();
35
36    void Play();
37
38    void Clearscreen(void);
39
40    void Exit(void);
41
42    void Lineborder(void);
43
44    void MainMenu(void);
45
46    void MainMenutext(void);
47
48    void MainMenuControls(void);
49
50    void HelpMenu(void);
51
52    void HelpMenutext(void);
53
```

```
54 void HelpMenuControls(void);
55
56 void NextRoom(int res, void function1(void), void function2(void), void ↗
    function3(void), void function4(void), void function5(void), void ↗
    function6(void));
57
58 void TextDecisionMade(string decision1, string decision2, string ↗
    decision3, string decision4, string decision5, string decision6, int ↗
    NumberofOptions);
59
60 void TextDecision(string option1, string option2, string option3, string ↗
    option4, string option5, string option6, int NumberofOptions);
61
62 void Entrance(void);
63
64 void Office1(void);
65
66 void Office2(void);
67
68 void Office3(void);
69
70 void LectureRoom(void);
71
72 void Hallway1(void);
73
74 void Toilet(void);
75
76 void ServerRoom(void);
77
78 void StorageRoom(void);
79
80 void Hallway2(void);
81
82 void Elevator(void);
83
84 void Kitchen(void);
85
86 void Canteen(void);
87
88 void Hallway3(void);
89
90 void Office4(void);
91
92 void JanitorRoom(void);
93
94 void Staircase(void);
95
96 void fightcalculator(void);
97
98 void RoomIDchecker(void);
99
100 void RandomAttackZombie(void);
101
```

```
102     void End(void);  
103  
104  
105 };  
106  
107
```