Lab 1 - Intro Screen

In this workshop, you will begin your development of a text based game "**Code Quest!**". You will concentrate on writing source code for a very basic intro screen to your game and then you will compile and run it on Matrix.

**LEARNING OUTCOMES**

Upon successful completion of this workshop, you will be able to

* use operating system utilities to edit, compile and run programs on a variety of platforms
* transfer source code between a local computer and a remote one

**SPECIFICATIONS**

Login to your Matrix (matrix.senecac.on.ca) accounts via SSH using an SSH client like putty. You will need a Matrix account before you are able to do this.

Once logged in, make a new directory for game called codeQuest and enter that directory. The commands below will accomplish this task:

**mkdir codeQuest**

**cd codeQuest**

Now you have a place to store your source code. To begin writing source code, create a new file called "w1.c" in a text editor of your choice (such as VI or pico) and enter the following C code:

**//Code Quest**

**//By: Your name here**

**//w1.c**

**#include <stdio.h>**

**int main(void)**

**{**

**printf("+-----------------------+\n");**

**printf("| |\n");**

**printf("| CODE QUEST |\n");**

**printf("| |\n");**

**printf("+-----------------------+\n");**

**return 0;**

**}**

**SUBMISSION**

Upload your solution according to your instructor’s guideline.