

User's Manuel

1. General information :

The program's role is to fix a map surrounded by walls and includes boxes and storage squares.

2. System Overview :

- The user enters the coordinates of the map(name, size , number of boxes&storage squares) to get a fixed map and try to move the character to push boxes in the right squares.
- Set of functions are presented for couple of reasons (draw a map- determine character, boxes and storage position - move the character- allocate memory - file handling
- File handling implemented in the main module to write the map variables in an organised way.

As first as it starts, the user can choose the width and the height of the map , its name , number of boxes and storage squares.

The user wins the game when he attend the step that all boxes position are the same as the storage squares position.