

```
emir@ubuntu22:~/Desktop/210104004071$ make
```

```
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```

```
Cleaning...
```

```
-----
```

```
Compiling...
```

```
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```

```
Running the tests....
```

```
=====
```

```
Welcome to the 2D puzzle game!
```

```
1. New Game
```

```
2. Help
```

```
3. Exit
```

```
2
```

```
The game consists of a dark room of size NxN that you determine
```

```
You manages the character who try to find the door of the room
```

```
You can move one space in any of the four cardinal directions
```

```
You can move to left by entering 'a'
```

```
You can move to right by entering 'd'
```

```
You can move to up by entering 'w'
```

```
You can move to down by entering 's'
```

```
You can enter multiple move at same time
```

```
But each character will be drawn as if they were entered one by one to prevent moving diagonal
```

```
It is recommended to enter one by one for a better view.
```

```
To win the game you need to get your character to the room
```

```
Warnings
```

```
It is forbidden to try to pass through walls
```

```
Good luck :)
```

```
1. New Game
```

```
2. Help
```

```
3. Exit
```

```
1
```

```
Enter size of the room (5-10) E.g 5: 1
```

```
Invalid room size. Please enter valid room size
```

```
Enter size of the room (5-10) E.g 5: 3
```

```
Invalid room size. Please enter valid room size
```

```
Enter size of the room (5-10) E.g 5: 5
```

```
-----
```

```
| | | | | |  
| | |D| |C|  
| | | | | |  
| | | | | |  
| | | | | |  
-----
```

```
Enter move: d
```

```
Character cannot move right
```

		D	C	

Enter move: s

		D		
			C	

Enter move: s

		D		
			C	

Enter move: s

		D		
				C

Enter move: s
Character cannot move down

		D		
				C

Enter move: a

		D		

			C		

Enter move: a

		D			
		C			

Enter move: a

		D			
	C				

Enter move: a

		D			
C					

Enter move: a
Character cannot move left

		D			
C					

Enter move: w

		D			
C					

Enter move: w

```
-----
| | | | |
| | D | |
| C | | | |
| | | | |
| | | | |
-----
Enter move: w
-----
| | | | |
| C | D | |
| | | | |
| | | | |
| | | | |
-----
Enter move: w
-----
| C | | | |
| | D | |
| | | | |
| | | | |
| | | | |
-----
Enter move: w
Character cannot move up
-----
| C | | | |
| | D | |
| | | | |
| | | | |
| | | | |
-----
Enter move: d
-----
| | C | | |
| | D | | |
| | | | |
| | | | |
| | | | |
-----
Enter move: d
-----
| | C | | |
| | D | | |
| | | | |
| | | | |
| | | | |
```

```
| | | | |
| | | | |
-----
Enter move: s
-----
| | | | | |
| | |C| | |
| | | | |
| | | | |
| | | | |
| | | | |
-----
Congratulations, you got your character to the room in 18
1. New Game
2. Help
3. Exit
1
Enter size of the room (5-10) E.g 5: 10
-----
| | | | | | | | | | |
| | | | |C| | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
|D| | | | | | | | |
-----
Enter move: ssssssaaaaa
-----
| | | | | | | | | | |
| | | | |C| | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
|D| | | | | | | | |
-----
Enter move: -----
| | | | | | | | | | |
| | | | | | | | | | |
```


Enter move: - - - - -

A schematic representation of the experimental design. It consists of a 4x10 grid of vertical dashed lines. The first column is labeled 'D' and the eighth column is labeled 'C'.

```
-Enter move: -----
```

A 10x10 grid of vertical dashed lines. The label 'D' is at the bottom left and 'C' is in the lower middle area.

```
-Enter move: - - - - -
```

A 10x10 grid of squares. The bottom-left square is labeled 'D' and the square immediately above it is labeled 'C'.

```
-Enter move: - - - - -
```


Enter size of the room (5-10) E.g 5: 13
Invalid room size. Please enter valid room size
Enter size of the room (5-10) E.g 5: 7

							C
	D						

Enter move: a

						C	
	D						

Enter move: a

				C			
	D						

Enter move: a

			C				
	D						

Enter move: a

		C					
--	--	---	--	--	--	--	--

	D						

Enter move: a

	C						
	D						

Enter move: s

	C						
	D						

Enter move: s

	C						
	D						

Enter move: s

	C						

```
| | | | | | | |
-----
```

Congratulations, you got your character to the room in 8

1. New Game

2. Help

3. Exit

3

Thanks for playing,Take care.

=====

Completed tests....

emir@ubuntu22:~/Desktop/210104004071\$ make clean

Cleaning...

emir@ubuntu22:~/Desktop/210104004071\$ ls

main.c makefile

emir@ubuntu22:~/Desktop/210104004071\$ make compile

Compiling...

emir@ubuntu22:~/Desktop/210104004071\$ ls

main.c makefile **test**

emir@ubuntu22:~/Desktop/210104004071\$ █