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**ALUNO: Gabriel Henrique Correa Martins**

**DISCIPLINA: Algoritmos e Programação**

**Main**

#include <stdio.h>

#include <stdlib.h>

#include <conio.h>

#include <windows.h>

#include <string.h>

#include <ctype.h>

#include "JogoPrincipal.c"

#include "TelaDeAbertura.c"

#include "Menu.c"

int main() {

telaAbertura();

menuPrincipal();

return 0;

}