

```

        cout << "트롤 만났다!!" << endl;
        break;
    case E_HUMAN:
        cout << "도적을 만났다!!" << endl;
        break;
    }
    eState = E_FIGHT;
}
}
}
else if (eState == E_FIGHT)
{
    switch (nSelect)
    {
        case E_RUNAWAY:
        {
            int nRand = rand() % 2;
            if (nRand == 0)
            {
                cout << "도주 성공!!!" << endl;
                nCoordX += 1;
                eState = E_IDLE;      // 전투 해제
            }
            else
            {
                cout << "도주 실패!!!" << endl;
            }
        }
        break;
        case E_ATTACK:
        {
        }
        break;
        case E_MAGIC:
        {
        }
        break;
        case E_DEFENCE:
        {
        }
        break;
        default:
        {
            cout << "잘 못 된 입력! 강제로 한턴 휴식!" << endl;
        }
        break;
    }
}
Sleep(2000);
}
system("pause");
return 0;
}

```