

```

int          nSelect;
cPlayer*     pPlayer = new cPlayer();
pPlayer->SetPlace(EP_TOWN);

while (isPlaying)
{
    system("cls");

    cout << "이름   :" << pPlayer->GetName().c_str() << endl;
    cout << "레벨   :" << pPlayer->GetLevel() << endl;
    cout << "경험치:" << pPlayer->GetExp() << endl;
    cout << "체력   :" << pPlayer->GetCurrHp() << " / " << pPlayer-
>GetMaxHp() << endl;
    cout << "공격력:" << pPlayer->GetAttDamage() << endl << endl;

    cout << "현재 위치 :";

    switch (pPlayer->GetPlace())
    {
    case EP_QUIT:
        system("cls");
        cout << "게임을 종료 합니다." << endl;
        isPlaying = false;
        break;
    case EP_TOWN:
        cout << "마을" << endl;
        Town(pPlayer, isPlaying);
        break;
    case EP_STORE:
        cout << "상점" << endl;
        Store(pPlayer);
        break;
    case EP_DUNGEON:
        cout << "던전" << endl;
        Dungeon(pPlayer);
        break;
    }

    Sleep(2000);
}

delete pPlayer;
system("pause");
return 0;
}

```