

# Game Instructions

**Name:** Gold Hunter

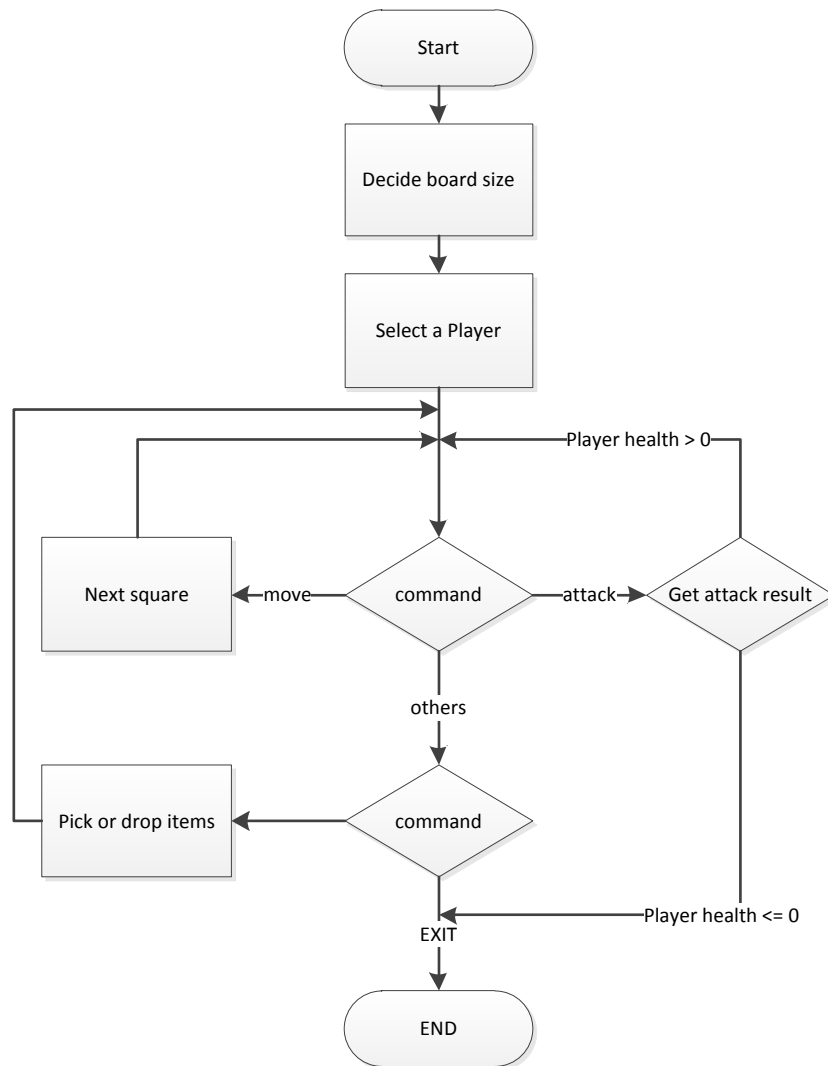
**Number of Players:** 1

**Environment requirements:** Windows or Linux

**Game Description:**

The game we called GOLD HUNTER. User can decide the board size and then choose a player explore the board. Aim of this game is that player attacks enemy and collects more and more gold. When player is attack by enemies and health equal or below then 0, game is over.

**The game process:**

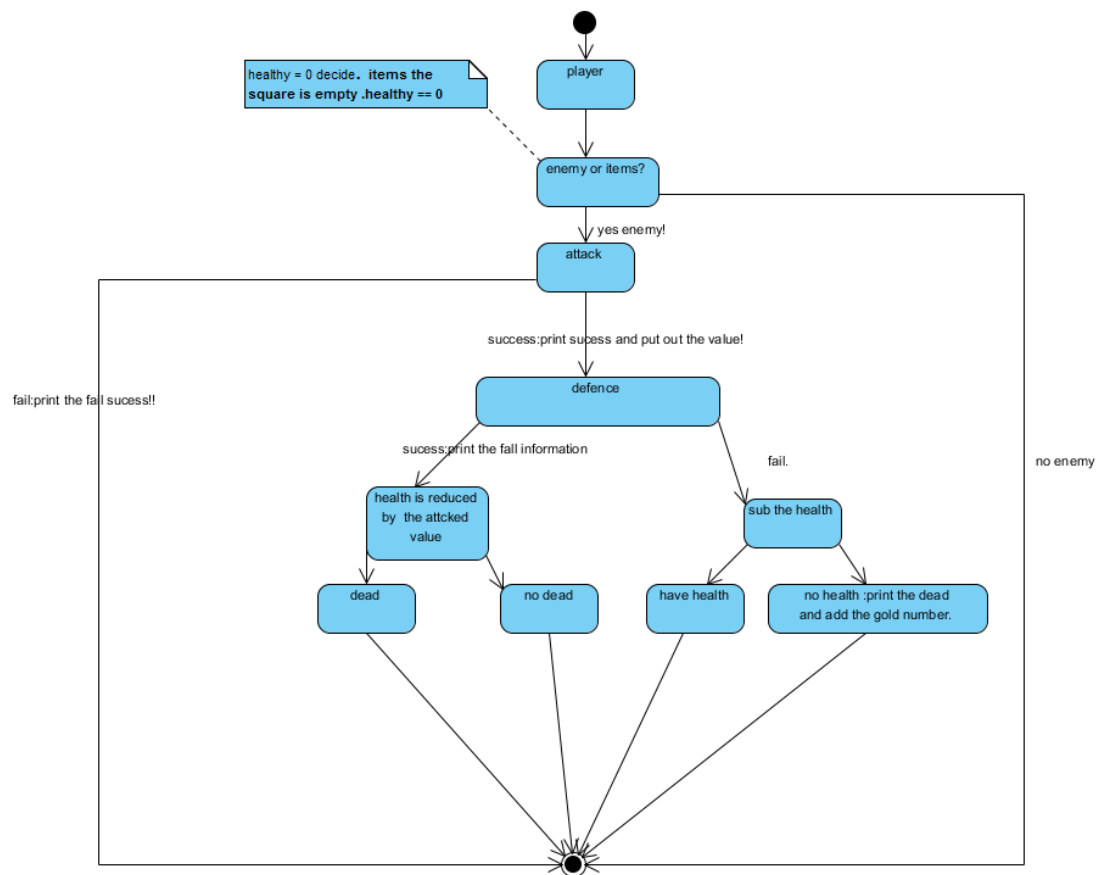


**Operation method:**

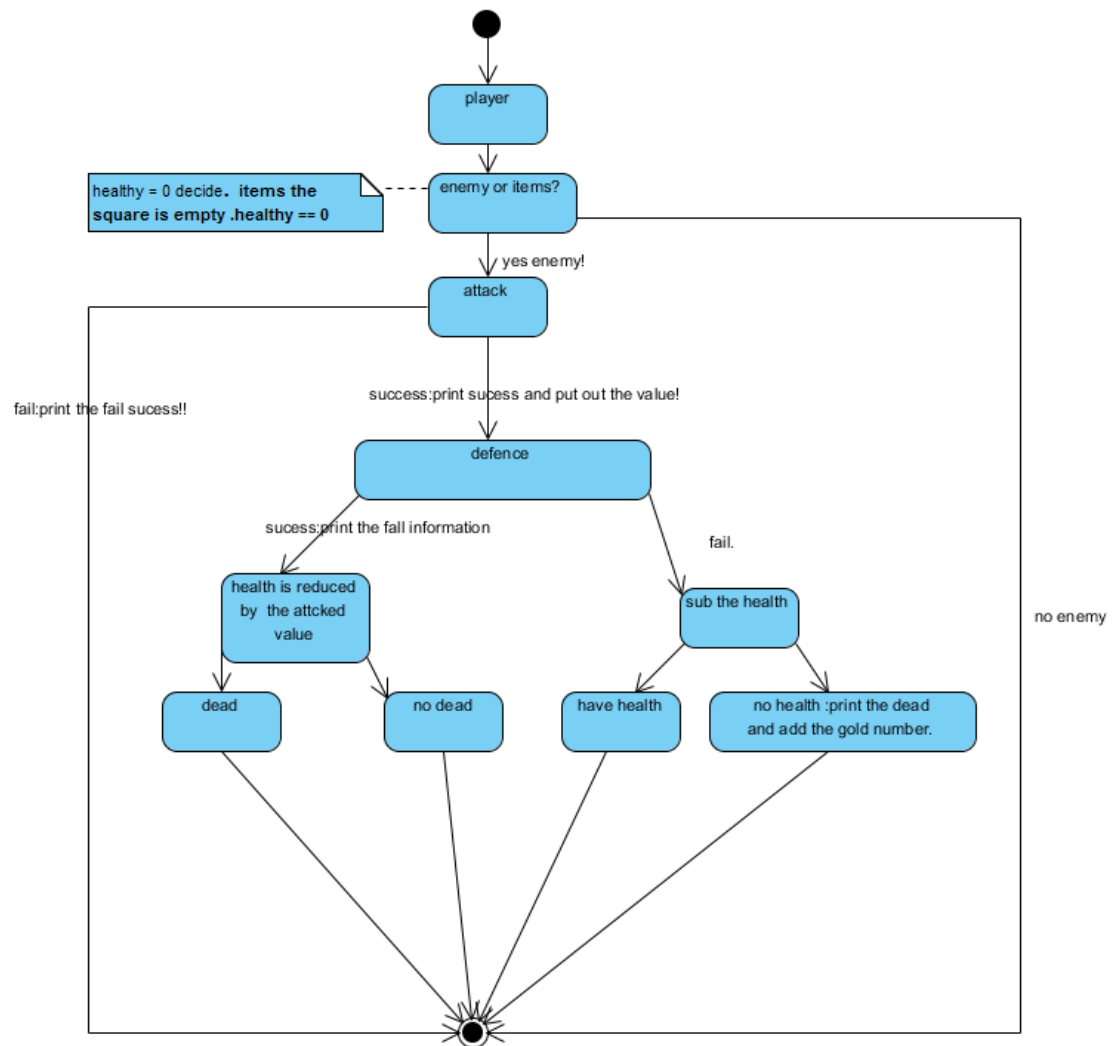
- Beginning:  
Number 1-5 to choose which race as a player
- Move:
  - 1."N":go up
  - 2."E":go left
  - 3."S":go down

- 4."W":go right
- Action:
  - 1."A":attack the enemy
  - 2."D":drop the items which player hold.
  - 3."P":pick the item on the square
  - 4."I":look what item or which enemy in the square
  - 5."I":list the information of the player.
  - 6."E":exit game

Here is the two dirams for the program. One is for the “Attack and Defence”  
And the other is for the items print to the widows.



**Figure 1 Attack and Defence State Diagram**



**Figure 2 Item print in the square**