

In the Comprehensive Lab 2, I will use a mixture of everything we've learned thus far. The first thing to set is the axis that I will be using, which will be the y for up and down and x for left and right. The whole game will be in a loop so that you are prompted to move and keep going, rather than repeating the same code over and over again. Within the loop I will implement an if statement for when a character is in position 0 or 4 in either x or y so they can't move out of bounds. I will also use more if statements to see where in the grid the items are so in the case that a player is in the same room as the items or the dragon they will be prompted to fight or collect and fight, run away, or do nothing. For extras I will also add ASCII art to the start credits, and put a dragon and the name of the game as I did for Salamah Market with a file reader.