

ReadMe

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Abstract

Assignment 003 Adventure

1 How to use the code

You can switch folder directory to /code,open your terminal tap “make”in MacOS,or tap “Mingw32-make”in Windows,then you can get a executable file “game”,then tap “./game”to start my game.

2 File structure

2.1 Room Class

Room.h Room.cpp

2.2 Game Class

Game.h Game.cpp

2.3 Play Class

Play.h Play.cpp1

3 Actual maze

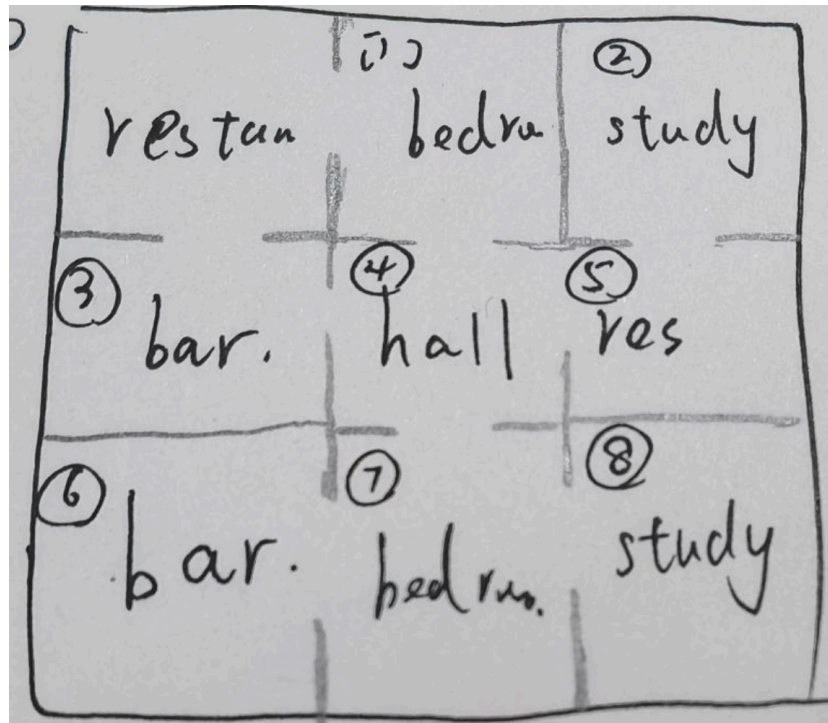


Figure 1: Maze