#include <iostream> Jeremy fanuel

#include <windows.h> 218116757

#include <conio.h>

#include <ctime>

#include <cstdlib>

#include <vector>

using namespace std;

void init\_map(string Map[25][25])

{

for (int i=0;i<22;i++)

{

for (int j=0;j<22;j++)

{

if (i==21&&j==0)

{

Map[i][j]="+";

}

else if (i==0&&j==21)

{

Map[i][j]="+";

}

else if (i==21&&j==21)

{

Map[i][j]="+";

}

else if (i==0&&j==0)

{

Map[i][j]="+";

}

else if (i==0||i==21)

{

if (j<21)

{

Map[i][j]="-";

}

else

{

Map[i][j]=" ";

}

}

else if(j==0||j==21)

{

Map[i][j]="|";

}

else

{

Map[i][j]=" ";

}

}

}

}

void gerak(string Map[25][25], int &playerx, int &playery, char &kbh, char &player)

{

if(kbhit())

{

kbh=getch();

if(kbh=='w' && playery>1)

{

playery--;

player='^';

}

else if(kbh=='s' && playery<20)

{

playery++;

player='v';

}

else if(kbh=='a' && playerx>1)

{

playerx--;

player='<';

}

else if(kbh=='d'&& playerx<20)

{

playerx++;

player='>';

}

}

}

void Random(int randomx[],int randomy[])

{

for (int i=0;i<15;i++)

{

randomx[i] = 1 + rand()%18;

randomy[i] = 1 + rand()%18;

}

}

void cetak\_map(string Map[25][25],int playery , int playerx,char player,int uang,int gold,int silver, int copper,int floor,int x[],int y[])

{

for (int i=0;i<25;i++)

{

for (int j=0;j<25;j++)

{

cout << Map[i][j];

if (Map[i][j]==Map[playery][playerx])

{

Map[playery][playerx] = player;

}

else if(i==1 && j==22)

{

cout << floor << "F";

}

else if(i==2 && j==22)

{

cout << "Koordinat Gold : ";

}

else if(i==3 && j==22)

{

cout << x[0] <<","<< y[0];

}

else if(i==4 && j==22)

{

cout << "Koordinat Silver : ";

}

else if(i==5 && j==22)

{

cout << x[1] <<","<< y[1]<< " ; "<< x[2] <<"," << y[2]<< " ; "<< x[3] <<","<< y[3];

}

else if(i==6 && j==22)

{

cout << "Koordinat Copper : ";

}

else if(i==7 && j==22)

{

cout << x[4] <<","<< y[4]<< " ; "<< x[5] <<"," << y[5]<< " ; "<< x[6] <<","<< y[6]<<" ; " << x[7] <<","<< y[7]<< " ; "<< x[8] <<"," << y[8]<< " ; "<< x[9] <<","<< y[9]<<" ; "<< x[10] <<","<< y[10]<< " ; "<< x[11] <<"," << y[11]<< " ; "<< x[12] <<","<< y[12]<< " ; "<< x[13] <<","<< y[13];

}

else if(i==8 && j==22)

{

cout << "Koordinat Tangga : ";

}

else if(i==9 && j==22)

{

cout << x[14]<<","<<y[14];

}

}

cout << "\n";

}

cout << "\nUang yang di dapat : " << uang<< " G";

cout << "\nGold yang di dapat : " << gold << " buah";

cout << "\nSilver yang di dapat : " << silver << " buah";

cout << "\nCopper yang di dapat : " << copper << " buah";

}

void gali\_tanah(string Map[25][25],char &kbh,int playerx,int playery,char player,int x[],int y[],int &uang,int &gold, int &silver,int &copper)

{

// if(kbhit())

// {

// kbh=getch();

// if (kbh==' ')

// {

// if (player == '^')

// {

// Map[playery+1][playerx] = "x";

// }

// if (player=='v')

// {

// Map[playery-1][playerx] = "x";

// }

// if (player=='>')

// {

// Map[playery][playerx+1] = "x";

// }

// if (player=='<')

// {

// Map[playery][playerx-1] = "x";

// }

// }

// }

if(kbh==' ')

{

if(player=='^')

{

Map[playery-1][playerx]="x";

if (Map[playery-1][playerx]==Map[y[0]][x[0]])

{

gold +=1;

}

if (Map[playery-1][playerx]==Map[y[1]][x[1]]||Map[playery-1][playerx]==Map[y[2]][x[2]]||Map[playery-1][playerx]==Map[y[3]][x[3]])

{

silver +=1;

}

if (Map[playery-1][playerx]==Map[y[4]][x[4]]||Map[playery-1][playerx]==Map[y[5]][x[5]]||Map[playery-1][playerx]==Map[y[6]][x[6]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[8]][x[8]]||Map[playery-1][playerx]==Map[y[9]][x[9]]||Map[playery-1][playerx]==Map[y[10]][x[10]]||Map[playery-1][playerx]==Map[y[11]][x[11]]||Map[playery-1][playerx]==Map[y[12]][x[12]]||Map[playery-1][playerx]==Map[y[13]][x[13]])

{

copper +=1;

}

}

}

if(kbh==' ')

{

if(player=='v')

{

Map[playery+1][playerx]="x";

if (Map[playery-1][playerx]==Map[y[0]][x[0]])

{

gold +=1;

}

if (Map[playery-1][playerx]==Map[y[1]][x[1]]||Map[playery-1][playerx]==Map[y[2]][x[2]]||Map[playery-1][playerx]==Map[y[3]][x[3]])

{

silver +=1;

}

if (Map[playery-1][playerx]==Map[y[4]][x[4]]||Map[playery-1][playerx]==Map[y[5]][x[5]]||Map[playery-1][playerx]==Map[y[6]][x[6]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[8]][x[8]]||Map[playery-1][playerx]==Map[y[9]][x[9]]||Map[playery-1][playerx]==Map[y[10]][x[10]]||Map[playery-1][playerx]==Map[y[11]][x[11]]||Map[playery-1][playerx]==Map[y[12]][x[12]]||Map[playery-1][playerx]==Map[y[13]][x[13]])

{

copper +=1;

}

}

}

if(kbh==' ')

{

if(player=='>')

Map[playery][playerx+1]="x";

if (Map[playery-1][playerx]==Map[y[0]][x[0]])

{

gold +=1;

}

if (Map[playery-1][playerx]==Map[y[1]][x[1]]||Map[playery-1][playerx]==Map[y[2]][x[2]]||Map[playery-1][playerx]==Map[y[3]][x[3]])

{

silver +=1;

}

if (Map[playery-1][playerx]==Map[y[4]][x[4]]||Map[playery-1][playerx]==Map[y[5]][x[5]]||Map[playery-1][playerx]==Map[y[6]][x[6]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[8]][x[8]]||Map[playery-1][playerx]==Map[y[9]][x[9]]||Map[playery-1][playerx]==Map[y[10]][x[10]]||Map[playery-1][playerx]==Map[y[11]][x[11]]||Map[playery-1][playerx]==Map[y[12]][x[12]]||Map[playery-1][playerx]==Map[y[13]][x[13]])

{

copper +=1;

}

}

if(kbh==' ')

{

if(player=='<')

{

Map[playery][playerx-1]="x";

if (Map[playery-1][playerx]==Map[y[0]][x[0]])

{

gold +=1;

}

if (Map[playery-1][playerx]==Map[y[1]][x[1]]||Map[playery-1][playerx]==Map[y[2]][x[2]]||Map[playery-1][playerx]==Map[y[3]][x[3]])

{

silver +=1;

}

if (Map[playery-1][playerx]==Map[y[4]][x[4]]||Map[playery-1][playerx]==Map[y[5]][x[5]]||Map[playery-1][playerx]==Map[y[6]][x[6]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[7]][x[7]]||Map[playery-1][playerx]==Map[y[8]][x[8]]||Map[playery-1][playerx]==Map[y[9]][x[9]]||Map[playery-1][playerx]==Map[y[10]][x[10]]||Map[playery-1][playerx]==Map[y[11]][x[11]]||Map[playery-1][playerx]==Map[y[12]][x[12]]||Map[playery-1][playerx]==Map[y[13]][x[13]])

{

copper +=1;

}

}

}

}

void init\_tangga()

{

}

int main()

{

srand(time(NULL));

int uang=0,gold=0,silver=0,copper=0;

int randomx[15],randomy[15];

int floor = 1;

char kbh;

char naik='n';

char player = '^';

int playery=15,playerx=6;

string arr[25][25];

char pilihan='y';

if (floor != 1)

{

arr[playery][playerx]=="t";

}

while (pilihan == 'y')

{

arr[playery][playerx]=="t";

Random(randomx,randomy);

init\_tangga();

do

{

init\_map(arr);

gerak(arr,playerx,playery,kbh,player);

gali\_tanah(arr,kbh,playerx,playery,player,randomx,randomy,uang,gold,silver,copper);

cetak\_map(arr,playery,playerx,player,uang,gold,silver,copper,floor,randomx,randomy);

if (kbh==' ')

{

if (player=='^')

{

if (arr[playery+1][playerx]==arr[randomx[14]][randomy[14]])

{

arr[playery+1][playerx]="o";

}

}

else if (player=='v'){

if (arr[playery-1][playerx]==arr[randomx[14]][randomy[14]])

{

arr[playery-1][playerx]="o";

}

}

else if (player=='>'){

if (arr[playery][playerx+1]==arr[randomx[14]][randomy[14]])

{

arr[playery][playerx+1]="o";

}

}

else if (player=='<'){

if (arr[playery][playerx-1]==arr[randomx[14]][randomy[14]])

{

arr[playery][playerx-1]="o";

}

}

if(arr[playery][playerx]=="o")

{

cout << "Yakin mw turun ? (y/n) ";

cin >> pilihan;

if (pilihan=='y')

{

floor +=1;

pilihan = 'y';

}

}

}

Sleep(100);

system("cls");

} while (naik != 'y');

}

return 0;

}