A level file will specify the rooms on the first line delimited by a space, following that, each line will describe a room's pathway to another room.

The first room listed on the first line is the starting point of the level.

The level file structure:

```
START FOYER ELEVATOR
START > NORTH > FOYER
FOYER > SOUTH > START
START > WEST > ELEVATOR
```

Each pathway is broken up by spaces and the > symbols. <roomA> > WEST > <roomB> this translates to:

roomA's west's pathway connects to roomB

Annotation for the test level file:

```
START FOYER ELEVATOR //START is the first room of the dungeon.

START > NORTH > FOYER //START's north pathway connects to the FOYER

FOYER > SOUTH > START //FOYER's south pathway connects to the START

START > WEST > ELEVATOR //START's west pathway connects to the ELEVATOR
```

The **commands** that a player can input:

NORTH SOUTH EAST WEST OUIT

QUIT command allows the user to quit the program, please ensure that you clean up any memory you have allocated.

The **NORTH, SOUTH, EAST** and **WEST** commands will allow the player to move between the rooms via the room's pathways. Each room has a maximum of 4 pathways.

A room will outline if the paths that are available to it by specifying the direction at the side of the room. For example if the room has a path to another room by going north it will show N on the north side of the room. Example:



If it does not have a path, it will be a - or | depending on the side it is on.

If a user specifies a direction that does not have a pathway the program should output:

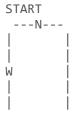
No Path This Way

If the user inputs an invalid command the program should respond with:

The room is always 9 x 5 (with a space at the start and end of the top and bottom of the room);

The name should also be outputted before drawing the room.

NORTH



Specific functions to know for this task:

fopen, fgets, sscanf, malloc, realloc, free, memset, strcpy, strcmp

Assumptions/Clarifications:

- * 8192 is largest number of characters in a line from the level file.
- * Room name can be variable length.
- * Commands are case sensitive
- * On every command (even invalid ones) you need to redraw the room
- * You may assume the test files are correct.
- * Room pathways do **not** have logical entries. If the player moves NORTH you do not need to map the previous room to SOUTH of the current room.
- * If a room's pathway has already been assigned it can be overridden when reading the level file.

Examples:

Example 1:

NORTH

FOYER

| |

SOUTH
STARTN
QUIT
Example 2:
./dungeon test_dungeon.dg
STARTN
WEST
ELEVATOR
NORTH No Path This Way
ELEVATOR
EAST No Path This Way
ELEVATOR

QUIT
Example 3:
./dungeon No Level File Specified
Example 4:
./dungeon test_dungeon.dg
STARTN
ksamdkl What?
STARTN