```cpp
/* * * * * * * * * * * * * * * * * * * * * * * * * * * */
// graph_game.cpp
// A game using my graph implementation in C++.
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//
/* * * * * * * * * * * * * * * * * * * * * * * * * * * */


#include "graphcpp.h"


Room* init_game() {
    Room* r = new Room(1);
    Room* r2 = new Room(2);
    Room* r3 = new Room(3);
    Room* r4 = new Room(4);
    Room* r5 = new Room(5);
    Room* r6 = new Room(6);
    Room* r7 = new Room(7);
    Room* end_room = new Room(8);
    r->add_room(r2);
    r->add_room(r3);
    r2->add_room(r4);
    r2->add_room(r5);
    r5->add_room(r6);
    r5->add_room(r7);
    r6->add_room(end_room);


    Item* i = new Item();
    i->name = "Jewel";
    i->healthPlus = 4;
    r->add_item(i);

    Item* i2 = new Item();
    i2->name = "Axe";
    i2->atkPlus = 3;
    r4->add_item(i2);

    Item* i3 = new Item();
    i3->name = "Cape";
    i3->defPlus = 1;
    r6->add_item(i3);

    Item* i4 = new Item();
    i4->name = "Escape Crystal";
    i4->is_end = true;
    end_room->add_item(i4);

    Enemy* g = new Enemy();
    g->name = "Goblin";
    g->health = 3;
    g->attack = 1;
    r3->add_enemy(g);

    Enemy* d = new Enemy();
    d->name = "Dragon";
    d->health = 10;
    d->attack = 2;
    end_room->add_enemy(d);

    return r;
}

void play_room(Room& r, Player& p) {
    while (r.getEnemy()->name != "Dragon") {
    char answer,a2;
    Item* i;
    r.print_room();
    cout << "What would you like to do? " << endl;
    cout << "[F]ignt" << endl;
    cout << "[P]ick up item" << endl;
    cout << "[M]ove" << endl;

    cin >> answer;

    switch(answer) {
        case 'F':
            break;
        case 'P':
            i = r.getItem();
            cout << "You pick up the " << i->name << endl;
            p.attack = p.attack + i->atkPlus;
            p.defense = p.defense + i->defPlus;
            p.health = p.health + i->healthPlus;
            break;
        case 'M':
            cout << "Choose [N]orth, [S]outh, [E]ast or [W]est." << endl;
            cin >> a2;
            switch(a2) {
                case 'N':
                    r = *(r.getNorth());
                    break;
                case 'S':
                    r = *(r.getSouth());
                    break;
                case 'E':
                    r = *(r.getEast());
                    break;
                case 'W':
                    r = *(r.getWest());
                    break;
                default:
                    cout << "Please enter a valid direction." << endl;
                    break;
            }
            break;
        default:
            cout << "Please enter a valid answer (F, P, or M)." << endl;
            break;
    }
    }

}



int main() {
    bool end_game = false;
    Player player;

    Room* first_room = init_game();

    play_room(*first_room, player);

    cout << "You found the dragon!!" << endl;

}
```