GAME

main.c

game() function

This is the main function of the game. It takes in the game map represented as a 2D array . and the integer coordinates **pr, pc, br, bc, gr, gc**. Inside the loop, the function waits for input from the player, moves the player according to the input, and checks if the player or box has reached the goal.   **(I failed to Implement B (box) in game)**

enableBuffer() function

The main purpose of this function is to enable buffering again after the **scanf()** function has been called, so that input can be buffered normally.

disableBuffer() function

The main purpose of this function is to ensure that the **scanf()** function in the **game()** function reads the input character immediately. instead of waiting for the input buffer to be flushed.

printMap() function

The main purpose of this function prints the game map represented as a 2D array . It takes in the dimensions of the map as integers **p1** and **p2**, and simply loops over the array and prints each character.

map.c

void map

print main interface of the game. With 6 parameters. It first clears the console with the system() function. After it loops through each element of the array. it loops through the array again and prints each character, row by row. Then, it prints instructions for the game.

void printMap

used for print new interface. These functions are responsible for creating and updating the game board and displaying to the player.

box.c

int main

this is the main function. **agl** is number of command linr arguments. **agw** array of strings, representing the command line arguments. It checks if the number of arguments are correct or not.

malloc()

allocates memory for a 2D array of characters.

map()

the main purpose of this finction is print the initial game board.

game()

this function use for start the game