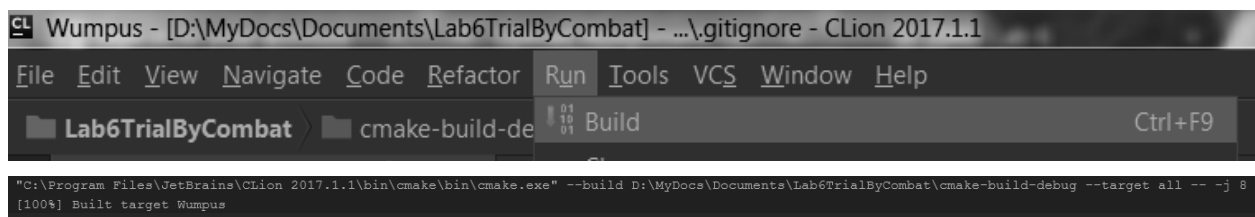
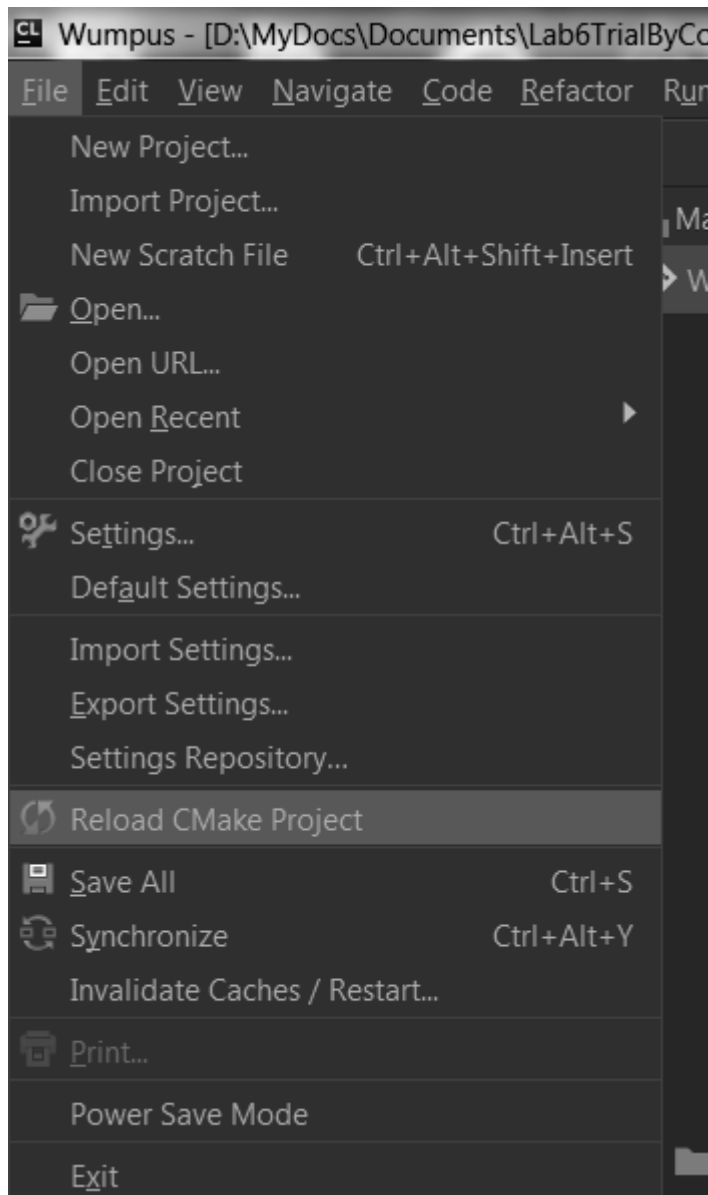


Make build with Clion



## Intro to game

```
D:\MyDocs\Documents\Lab6TrialByCombat\Wumpus.exe
Welcome
Would you like to (h)ear instructions, enter (d)eveloper mode, or (s)tart game?
```

## Instructions

```
D:\MyDocs\Documents\Lab6TrialByCombat\Wumpus.exe
Welcome
Would you like to (h)ear instructions, enter (d)eveloper mode, or (s)tart game?
h
h
You are trying to escape Dad inside a house filled with candy and hazards.
Use the commands presented to you to traverse through the house and
find the Candy that Dad has been hoarding and avoid getting lost in the air vents,
where you may lose some of your candy.
Find Dad, hit him with a Dirty Diaper or set a deadly Lego trap
and you win, escaping with your Candy.
But if you wake him up by going into the same room as him and he finds
  you first, then your Candy, and your backside, are forfeit.
You will begin the game with no candy, no diapers, and enough Legos for one trap.
Would you like to (h)ear instructions, enter (d)eveloper mode, or (s)tart game?
```

## Begin game

```
Your current inventory: 0 candy, and 0 diapers.
You enter a room and hear: nothing.
+-----+
|CAACSS|
|SCCCCC|
|C*S*SS|
|DACCSS|
|CCC*CP|
|CSCCC*|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|
```

```

Your current inventory: 0 candy, and 1 diapers.
You enter a room and hear: nothing.
+-----+
|CAACSS|
|SCCCCC|
|C*S*SS|
|DACCCP|
|CCC*C*|
|CSCCC*|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|

```

Moving around the map and collection inventory is easy at first, even find the edges of the map to help orient yourself.

```

Your current inventory: 5 candy, and 5 diapers.
You enter a room and hear: nothing.
+-----+
|CAAC**|
|SCCC**|
|C*S***|
|DACC**|
|CCC***|
|CSCCP*|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
s
s
There is no door there.
+-----+
|CAAC**|
|SCCC**|
|C*S***|
|DACC**|
|CCC***|
|CSCCP*|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|

```

You hear snoring when you are near a sleeping dad, and rustling when he's awake.

```

Your current inventory: 9 candy, and 5 diapers.
You enter a room and hear: rustling.
+-----+
|CAAC**|
|SCCC**|
|C*S***|
|DACC**|
|PCC***|
|*****|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|

```

Dad on the move!

```
Your current inventory: 10 candy, and 5 diapers.
You enter a room and hear: whooshing air.
+-----+
|CAAC**|
|SCCC**|
|C*S***|
|DACC**|
|*PC***|
|*****|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|
```

His movements are random. They can be north, south, east, or west, as well as go back to sleep.

```
Your current inventory: 11 candy, and 5 diapers.
You enter a room and hear: nothing.
+-----+
|CAAC**|
|SCCC**|
|D*S***|
|*ACC**|
|**p***|
|*****|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|
```

You hear whooshing air when near a room with an air vent tunnel.

```
Your current inventory: 11 candy, and 5 diapers.
You enter a room and hear: whooshing air.
+-----+
|CAAC**|
|SCCC**|
|CDS***|
|*ACC**|
|*P****|
|*****|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
n
n
Secret air vent tunnel!
```

Air vents will take you to another room. Each air vent only goes to one set room.

```
Your current inventory: 11 candy, and 5 diapers.
You enter a room and hear: nothing.
+-----+
|CAACB*|
|SDCC**|
|C*S***|
|*ACC**|
|*****|
|*****|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|
```

You could be near dad and a room with an air vent at the same time.

```
Your current inventory: 13 candy, and 5 diapers.
You enter a room and hear: snoring, and whooshing air.
+-----+
|CAAC**|
|SDP***|
|C*S***|
|*ACC**|
|*****|
|*****|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
|
```

Setting a trap

```
You enter a room and hear: nothing.
D - Dad
P - Player
A - Airvent
S - (stinky) Diaper
C - Candy
X - Lego Trap
* - Empty Room
+-----+
|*SCCS|
|C*SCCC|
|PCCCD|
|*C**SC|
|X**CS|
|CCSAAA|
+-----+
Actions: (N)orth, (S)outh, (E)ast, (W)est, (L)aunch a diaper, Lay a (T)rap, (D)elay, (Q)uit
```

## Winning with a diaper throw!

```
In which direction would you like to launch your diaper?
(N)orth, (S)outh, (E)ast (W)est
e
+-----+
|C*~CCS|
|ASCCAS|
|***CCS|
|****AC|
|C*~PDS|
|C*~CCC|
+-----+
High Scores for this session:
6
We are sorry, but currently the game does not loop back into welcoming screen, we hope you enjoyed it, and if you want t
o play again, restart the program.
Process finished with exit code 0
```

I tried for quite a long time to get the dad to hit a lego trap and he just wouldn't walk on it!  
Stupid random movements!