I could not get the goblin to work so unfortunately I deleted it from the code. Everything else works though! ☺

Classes and algorithms

For classes, I have a game class that shows different amount of levels and the subsequent keys you need to move around. It’s essentially moving through a giant array.

For objects, I gave locations symbols types and names as stated by the specs.

For the actors, I again followed the specs on information such as movement attacking, and checking other actors. For the main player, I also utilized the abilities to utilize scrolls and weapons.

For levels, it makes the dimensions of the arena. It displays the grid. Everything from monsters items and the player and idols and final destination. It also checks whether certain movements are good.

To **play** the game,

//point to the player

//create a string that outputs the message

//while the person is not dead,

//call the heal function in actor

//check if there are dead monsters

//clear the screen and call display

//output any messages if there are any

//get the character that the user inputs, and move accordingly

//if he’s sleeping, don’t move; just subtract a sleep counter

//move the monsters

//if you’re dead, output one last time, and wait for a ‘q’

For my **design** function,

//try to create rooms

// if there aren’t enough rooms (ie. 2 rooms in level 5), retry a room

//if there is already a room

//connect the center points from each center point

//if you made all the rooms,

//add random items

//add random monsters

//add the ending spot

To create **rooms**, I would:

//randomize a spot (for the center coordinate)

//randomize the room dimension

//loop through the grid to see if the whole box doesn’t overlap anything, and isn’t out of bounds

//if it is, return false

//if it fits, then set the box to all blank spaces

//add to rooms

//return true

I think I did a good job of commenting throughout the code to show my thought process if there are any other questions.

Bugs:  
There were some confusions, but I was able to substitute here and there to get it acting like the original game.