

Dungeon

- **GameStatus**
 - Map
 - Room
 - monster
 - npc
 - item
 - Player
 - item

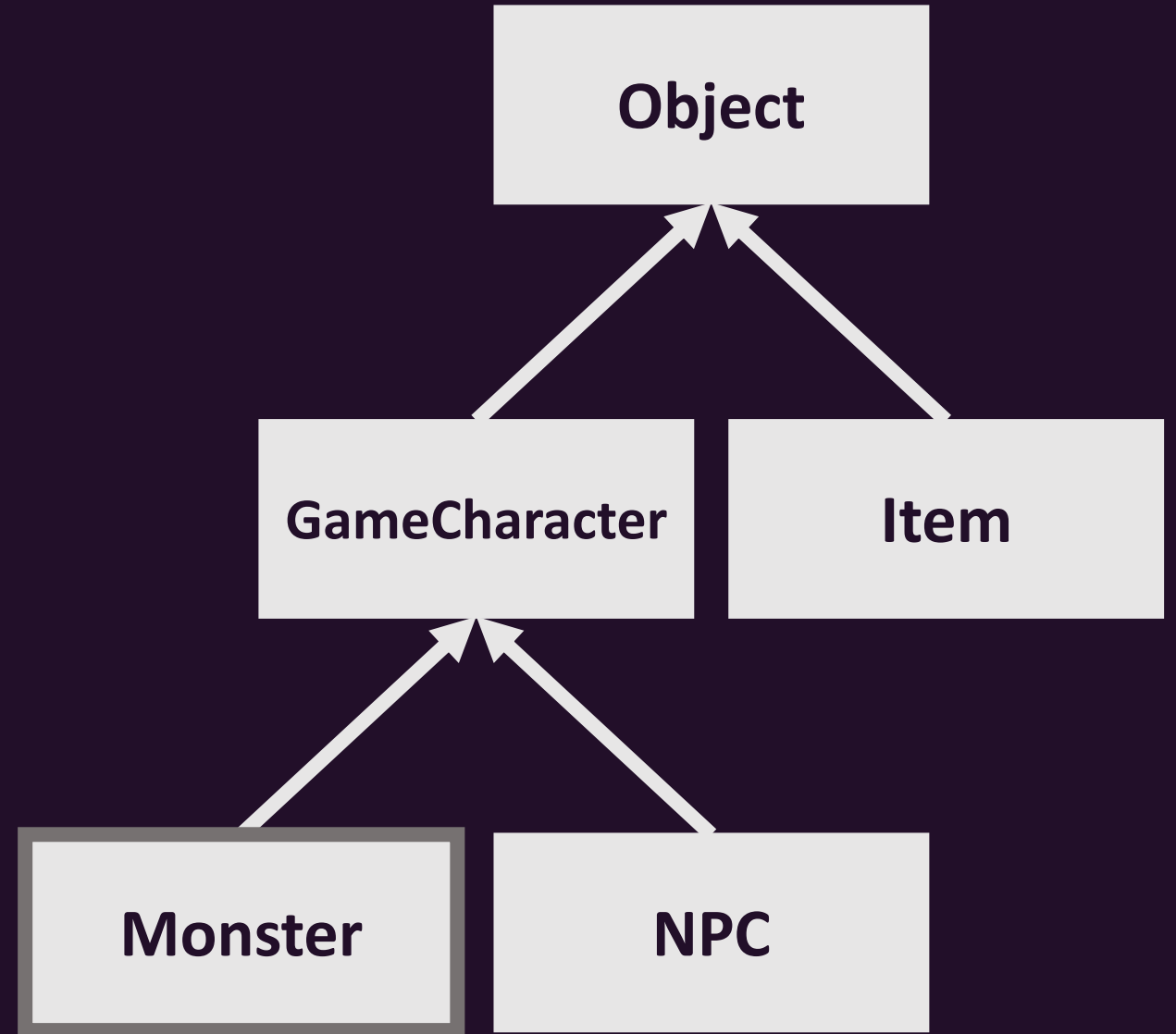
- Room

- upRoom
- downRoom
- leftRoom
- rightRoom
- isExist
- index
- objects



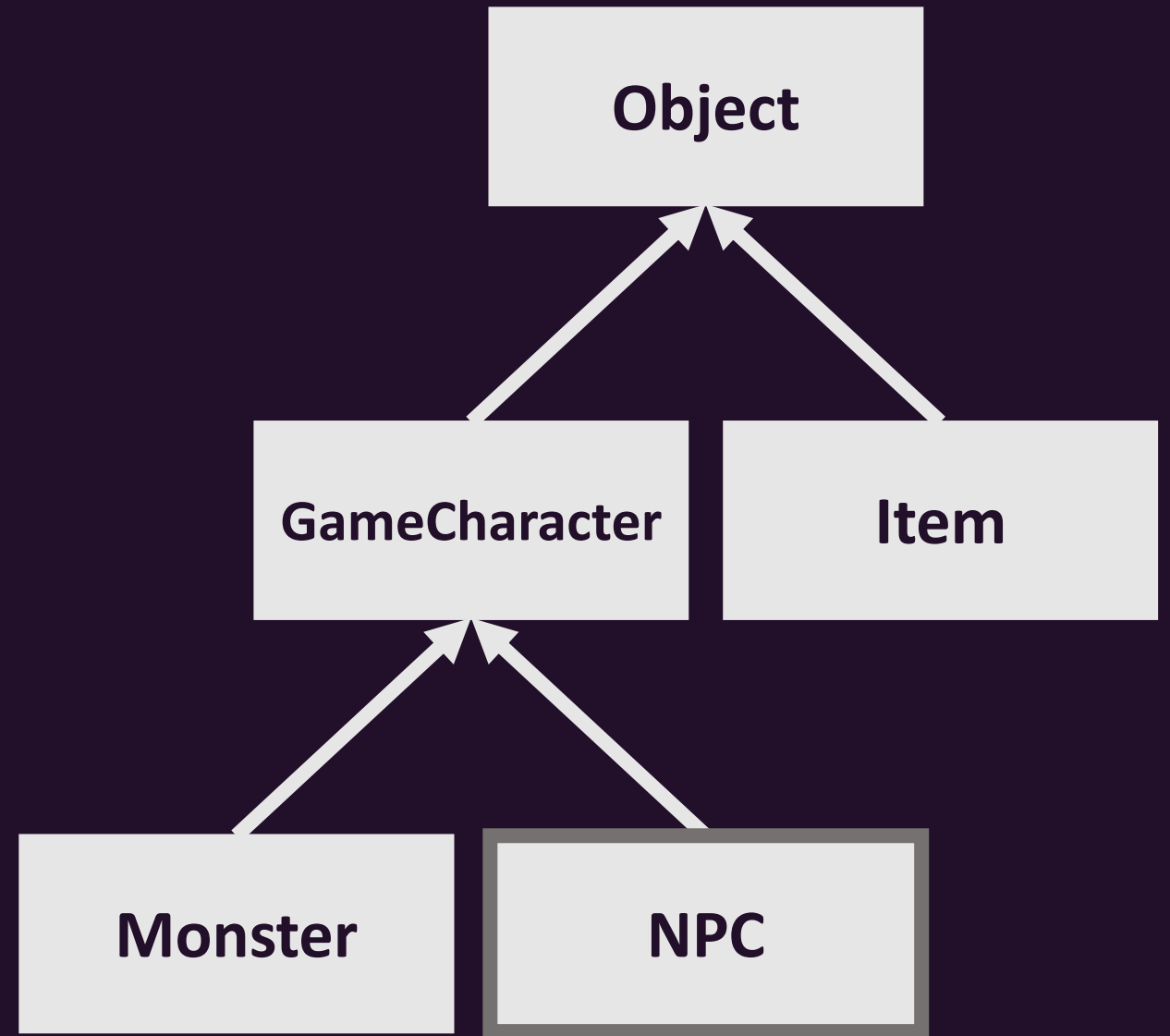
index

- **Monster**
 - name
 - tag
 - maxHealth
 - currentHealth
 - attack
 - defense



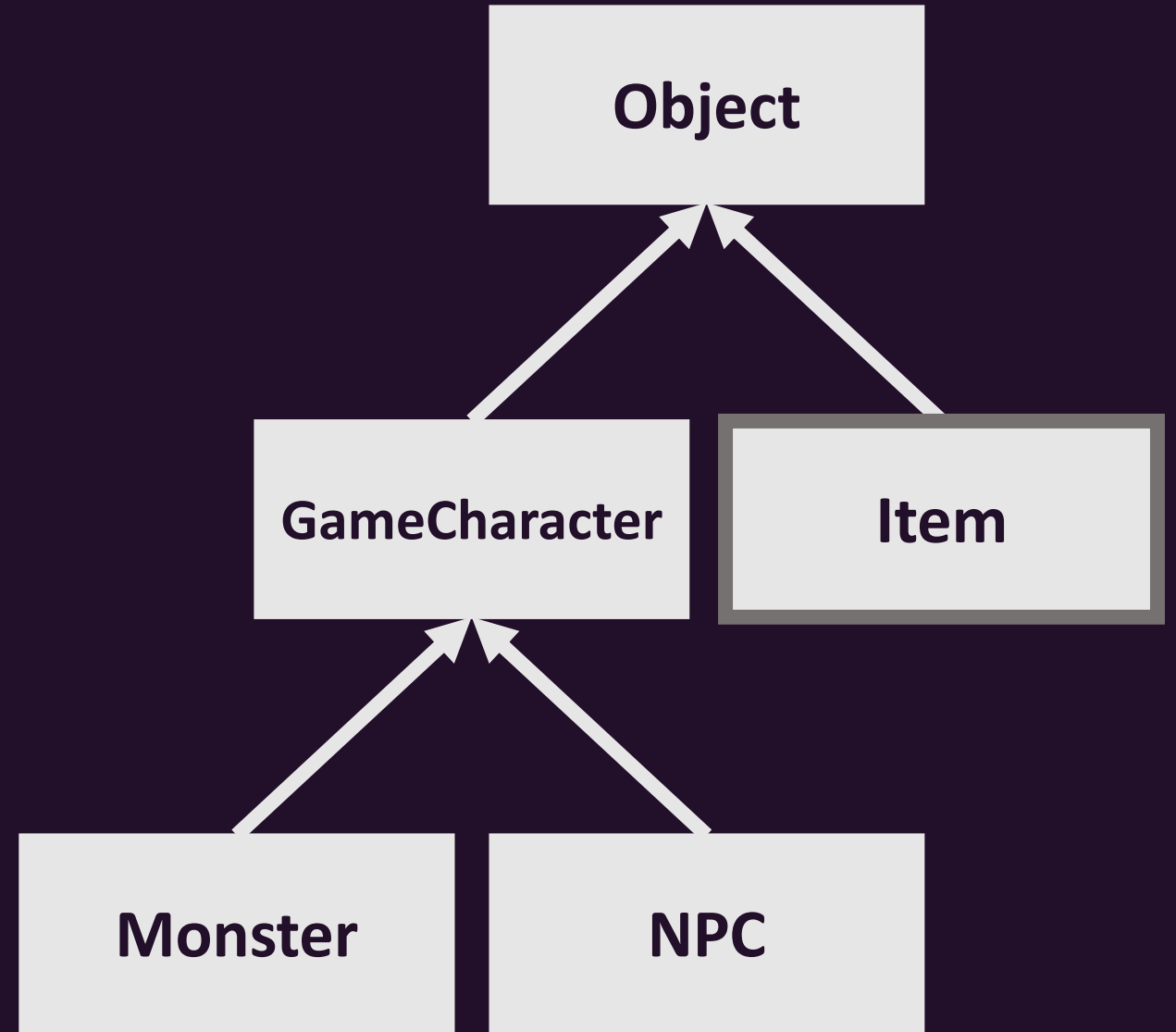
- **NPC**

- name
- tag
- maxHealth
- currentHealth
- attack
- defense
- script
- commodity



- **Item**

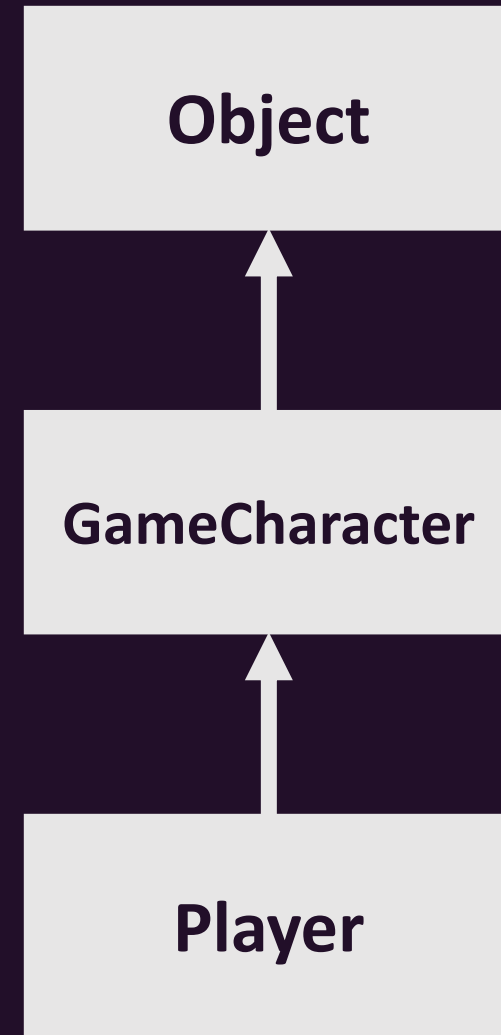
- name
- tag
- health
- attack
- defense



- **Player**

- name
- tag
- maxHealth
- currentHealth
- attack
- defense
- currentRoom
- previousRoom
- inventory

] index



SAVE / LOAD

```
2 #include <fstream>
```

```
7 ofstream output("examples.txt");  
8 output << "Write to file" << endl;  
9 output.close();
```

 examples - 記事本

檔案(F) 編輯(E) 格式(O) 檢視(V) 說明

Write to file

※ 分隔符：空白、換行、tab

```
11 ifstream input("examples.txt");  
12 string getString;  
13 input >> getString;  
14 input.close();  
15  
16 cout << getString;  
17 // output : Write
```


• Read file - 1

```
12     ifstream input("examples.txt");
13     input >> name >> tag >> maxHealth >> currentHealth >> attack >> defense >> cu
```

name	tag	maxHealth	currentHealth	attack	defense	current RoomIndex	previous RoomIndex	Inventory Num
TA	Player	100	100	30	0	0	0	1

name	tag	health	attack	defense
Sword	Item	0	50	0

RoomNum
5

examples - 記事本

檔案(F) 編輯(E) 格式(O) 檢視(V) 說明

TA player 100 100 30 0 0 0 1

Sword item 0 50 0

5

1 -1 -1 -1 0 0 0 0 0

upRoom Index	downRoom Index	leftRoom Index	rightRoom Index	isExist	index	npc	monster	item
1	-1	-1	-1	0	0	0	0	0

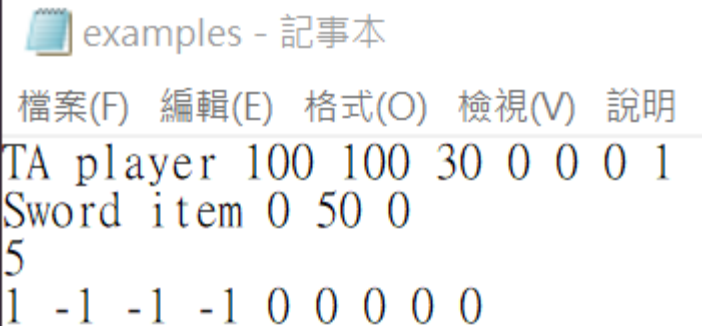
• Read file - 2

getline + stringstream (讀取一整行並進行字串分割)

name	tag	maxHealth	currentHealth	attack	defense	current RoomIndex	previous RoomIndex	Inventory Num
TA	Player	100	100	30	0	0	0	1

name	tag	health	attack	defense
Sword	Item	0	50	0

RoomNum
5



```
examples - 記事本
檔案(F) 編輯(E) 格式(O) 檢視(V) 說明
TA player 100 100 30 0 0 0 1
Sword item 0 50 0
5
1 -1 -1 -1 0 0 0 0 0
```

upRoom Index	downRoom Index	leftRoom Index	rightRoom Index	isExist	index	npc	monster	item
1	-1	-1	-1	0	0	0	0	0

- Read file - 3

以#做區分

標出屬性名稱及其值

資訊比較詳細好懂

但實作較不容易

```
#Player
name TA
maxHealth 100
currentHealth 99
attack 80
defense 0
currentRoomIndex 2
previousRoomIndex 1
#inventory
name Sword
tag Item
health 0
attack 50
defense 0
#endItem
#endInventory
#endPlayer
```