

## User Manual:-

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PROGRAM    : Adventure Fighter
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Last Modified : 2nd June, 2016.
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PROGRAM PURPOSE    : This program is small piece of a game. This focuses on combat between
a player and series of monsters. In this game a hero will encounter and fight a series of enemies.
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To run the program, please open the main.cpp along with other .h and .cpp files in a compiler that is able to compile any program, which is written in C++. If you want to compile it through the terminal, then write a g++ command to compile all the file. After that, build and run the program.

A new window will pop-up. It will show you a few lines about the purpose of the program. Then it will ask you the name of your Hero. After that the game will start. You'll see your health, special attacks and other possible attack options in every loop. You'll face at most five monsters. If you can defeat all your enemies then a congratulation message will pop up and the game will over making you a winner. On the other hand, if you become defeated before this point you'll lose and the game will be over.

Now, what are you waiting for? Enjoy the Adventure Fighter!!!!