

헤더파일

```
#ifndef GAME_H
```

```
#define GAME_H
```

```
class Monster
```

```
{
```

```
public:
```

```
    int HP, x, y;
```

```
    Monster();
```

```
    Monster(int x, int y, int HP);
```

```
    int Be_Attacked();
```

```
};
```

```
class Player
```

```
{
```

```
public:
```

```
    int HP, MP, x, y;
```

```
    Player();
```

```
    Player(int x, int y);
```

```
    void Attack(Monster &target);
```

```
    void Show_Status();
```

```
void X_move(int move);  
void Y_move(int move);  
};
```

```
#endif // GAME_H
```

Game.cpp 소스파일

```
#include <iostream>
```

```
#include "game.h"
```

```
using namespace std;
```

```
Monster::Monster() : HP(50), x(5), y(4) {}
```

```
Monster::Monster(int x, int y, int HP) : HP(HP), x(x), y(y) {}
```

```
int Monster::Be_Attacked()
```

```
{
```

```
    HP -= 10;
```

```
    cout << "공격 성공!" << endl;
```

```
    cout << "남은 체력: " << HP << endl;
```

```
    return HP;
```

```
}
```

```
Player::Player() : HP(50), MP(10), x(0), y(0) {}
```

```
Player::Player(int x, int y) : HP(50), MP(10), x(x), y(y) {}
```

```
void Player::Attack(Monster &target)
```

```
{
```

```
    if (MP >= 1)
```

```
    {
```

```
        MP -= 1;

        target.Be_Attacked();

    } else

    {

        cout << "MP 부족!" << endl;

    }

}
```

```
void Player::Show_Status()

{

    cout << "HP:" << HP << endl;

    cout << "MP:" << MP << endl;

    cout << "Position:" << x << ", " << y << endl;

}
```

```
void Player::X_move(int move)

{

    x += move;

    cout << "X Position " << move << " moved!" << endl;

}
```

```
void Player::Y_move(int move)

{

    y += move;

    cout << "Y Position " << move << " moved!" << endl;

}
```

메인파일

```
#include <iostream>
```

```
#include "game.h"
```

```
using namespace std;
```

```
int main() {
```

```
    Player player;
```

```
    Monster monster;
```

```
    char command;
```

```
    while (1)
```

```
    {
```

```
        cout << "Type Command(A/U/D/R/L/S): ";
```

```
        cin >> command;
```

```
        switch (command)
```

```
        {
```

```
            case 'a':
```

```
                player.Attack(monster);
```

```
                if (monster.HP <= 0)
```

```
                {
```

```
                    cout << "Monster Die!!" << endl;
```

```
                    return 0;
```

```
                }
```

```
            break;
```

```
        case 'u':  
            player.Y_move(1);  
            break;  
        case 'd':  
            player.Y_move(-1);  
            break;  
        case 'r':  
            player.X_move(1);  
            break;  
        case 'l':  
            player.X_move(-1);  
            break;  
        case 's':  
            player.Show_Status();  
            break;  
        default:  
            cout << "잘못 입력했습니다" << endl;  
    }  
}  
  
return 0;  
}
```

실행결과

```
Type Command(A/U/D/R/L/S): l
X Position -1 moved!
Type Command(A/U/D/R/L/S): l
X Position -1 moved!
Type Command(A/U/D/R/L/S): u
Y Position 1 moved!
Type Command(A/U/D/R/L/S): d
Y Position -1 moved!
Type Command(A/U/D/R/L/S): s
HP:50
MP:10
Position:-2,0
Type Command(A/U/D/R/L/S): a
공격 성공!
남은 체력: 40
Type Command(A/U/D/R/L/S): a
공격 성공!
남은 체력: 30
Type Command(A/U/D/R/L/S): s
HP:50
MP:8
```

```
Type Command(A/U/D/R/L/S): a
공격 성공!
남은 체력: 20
Type Command(A/U/D/R/L/S): a
공격 성공!
남은 체력: 10
Type Command(A/U/D/R/L/S): a
공격 성공!
남은 체력: 0
Monster Die!!
Press <RETURN> to close this window...
□
```