1. Problem to be solved- need a spectacular final that is totally awesome. Really I decided to create a final that pushed my skills and made me think. I solved this problem by doing research and trial and error.
2. Good example of the above is the continuous loop that displays my game board on the console. In the beginning I tried just a loop, which in turn leads to a constant flickering effect. This effect is caused by the fact that I was using system(“cls”). Which is a separate program maintained by windows to clear the console screen. The fraction of a second in between the program opening and closing is the flicker you see. Instead I learned you can reset the cursor position and then redraw the screen. I also added a flag for when the player moves, making the redraw only needed when the player moves.