Bogwalker

Manual

A minesweeper-esque game about avoiding monsters in a swamp.

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Procedures

```
seed_board::proc(board:^Board)
```

Assign a random seed to every cell on the board. Seeds are used to pick a variant, for visual elements that have variants.

```
clear_board::proc(board:^Board)
```

Remove all entities from the board and make every tile invisible.

```
random_direction::proc(pool:[]Compass)->Compass
```

Make a random direction. Every entity has a direction and some entities have direction-dependent behavior.