

HOW-TO-FILE

Hello and welcome to the Dungeons and Dragons Combat Simulator.

Please compile with the following command:

```
g++ -std=c++11 main.cpp rog.cpp mage.cpp char.cpp war.cpp enemy.cpp
```

To Run the program use:

`./a` (if on VS Code)

`./a.out` (if on MobaXTerm)

Might get stuck, simply recompile and rerun

To Interact with the program:

First select a class using lower case letters, then a race using lower case letters.

Lastly, type a name for your character.

From here on out:

'a' is to attack

'r' is a unique ability

'f' will exit the program

'b' will print the inventory

'd' will allow you to drop an item