# User Manual

The program is easy to use, and the user can easily understand how the program works and how to use the program. Below are the user manual and rules that are as well printed in the program when starts.

---Instruction and Rules of the Game---

1. Your goal is to visit all the 13 cities, namely

A, B, C, D, E, F, G, H, I, J, K, L, M, N

with as less moves as possible.

2. Use key W, A, S, D to move around the board

3. Your starting point is randomised so make sure

you know where your starting point is by looking

for the symbol '@', which is your head, or cursor.

4. For every path you have visited you will leave a '='.

5. Use Q to quit the program.

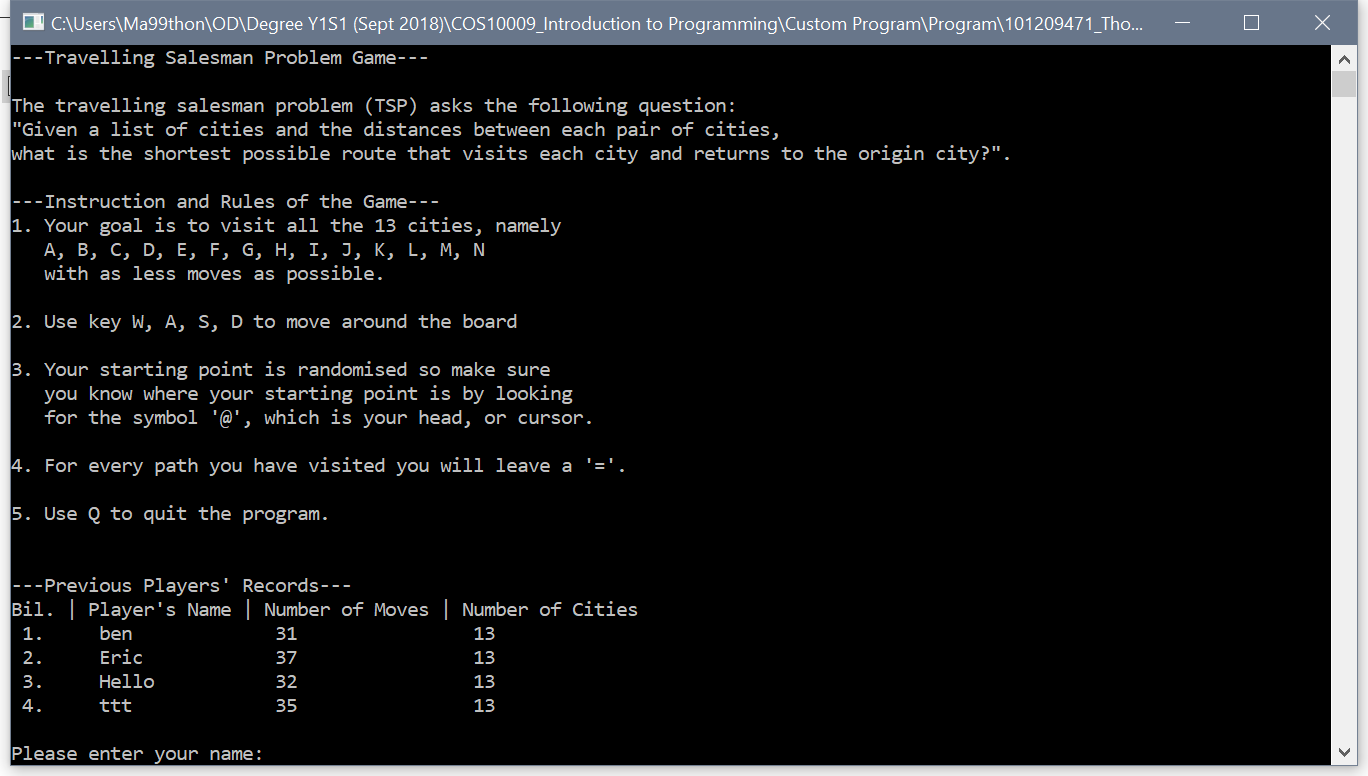
# Description of Program Design

To describe the program design, I will start step by step of every code in the main() function.

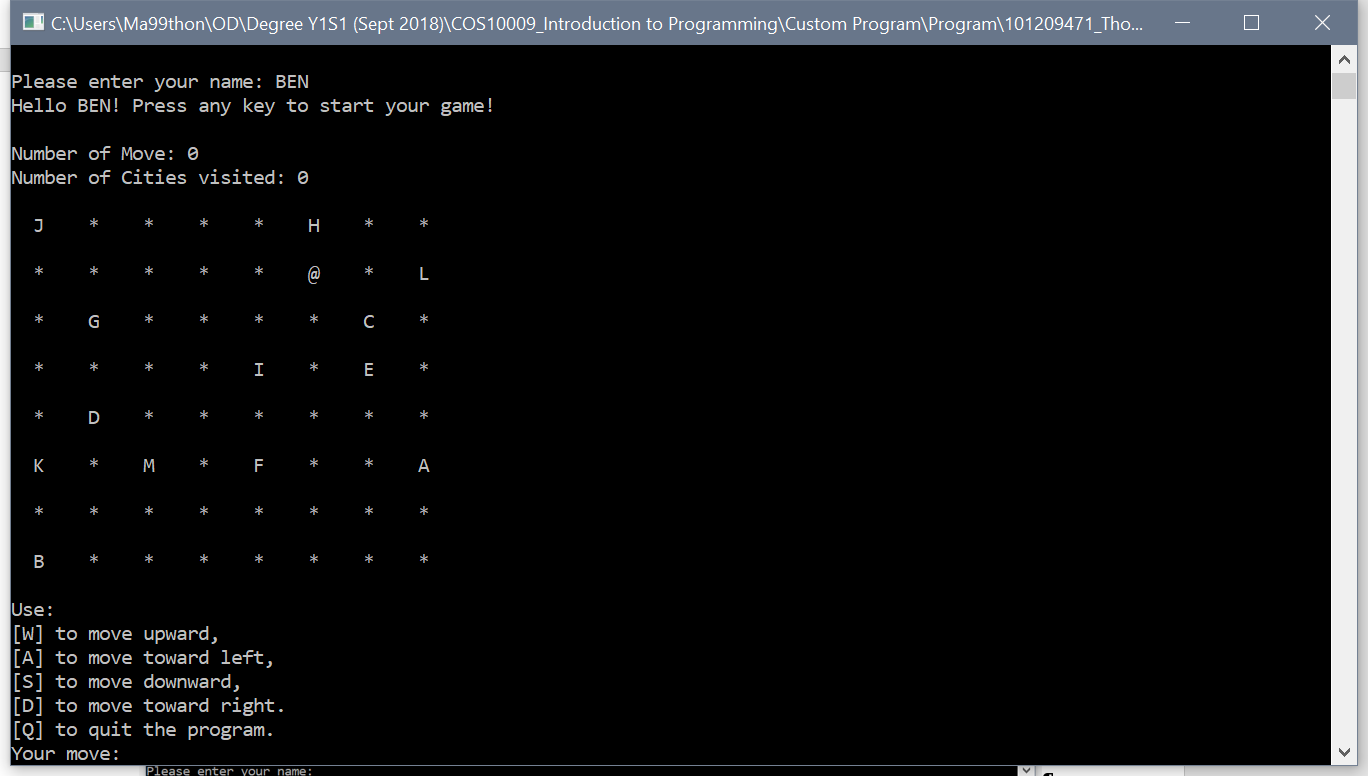
1. The size of the board (number of row and number of the column) and the number of cities can be customised by going into the source code and change the value of the constant of nROW, nCOL and nCITY respectively. This provides great flexibility to the game.
2. Note that the head of the user is ‘@’ so the user will know what position they are at real time. The tail ‘=’ indicates where the user has been to on the array.
3. Function welcomePage. This function will print out the content of welcomeBanner.txt to the screen of the program. Inside the text file is a brief description of what does this program do and all the instruction and rules of the program for the user.
4. Function printRecord. This function will print out the content of result.txt to the screen of the program after the welcome banner. The data inside the text file are previous users’ record of the program (name, number of moves and number of cities). The data is extracted and print it out after proper formatting, so it looks good.
5. Function userInfo. This function prompts the user to enter their name before they start the program. The name is used to record their playing history into result.txt after the game ends.
6. Function init\_array. This function initializes the game array with “\*” and randomly assign the starting point “@” of the game.
7. Function generateCities. This function will generate cities and assign them into the game array randomly. In this case, the function will assign 13 cities to the array.
8. Function printStatus. This function prints out the current status of the gameplay, namely the number of moves the user used and the number of cities the user had visited so far.
9. Function print\_array. This function prints out the game\_array every time after the user made a move so he or she can be updated of where they moved.
10. Function getUserMove(). This function get user move input. W to go up, S to go down, A to go left, D to go right and Q to quit the program. The move will get return to main to be validated.
11. Function valInput(userMove). This function validates whether the user entered the right input just now. If the input is wrong (not W, A, S, D), Function 9 and 10 will run again until the user entered the right input. This is done by the magic of do…while… loop.
12. Function valUserMove(). This function first replaces the current position of the user ‘@’ to ‘=’ so that next move can be done. Then the position of the new ‘@’ will be calculated based on the user input move (W, A, S, D). This function also has a violation control to prevent the program from breaking when user tries to go over the border of the array. E.g. The program will break if the user tries to go upward when the index of row is already 0, that index will become -1 and there is no -1 index in every array and thus this will break the program, so the function will detect this violation and will have a safety measure to prevent the program from breaking by assigning the user to the same location, in this case, index of row is still 0. Then the number of move count will also be deducted by 1 as technically the user did not move at all. In another case where the user tries to go left (cCOL < 0), the user to try to go to the bottom (cROW > nROW) and the user try to go most right (cCOL > nCOL), this violation will happen, and this function prevents these from happening.
13. Function calScore(). This function calculates the core (number of cities visited) if the next move is not ‘=’, ‘@’ and ‘\*’, means they will be cities, then the score will add in by 1.
14. movement.numMove++. This line of codes run each time the loop of user input went through, means they successfully made a move thus the move count adds in by 1.
15. Function doUserMove(). This function replaces the coordinate of the user moved with ‘@’ to indicates the user has made that move.
16. movement.score < nCITY. Function 8 to 15 will run again until the user has visited all the cities. This is done by the magic of do…while… loop.
17. Function storeRecord(). After all the cities have been visited, the game record or history will be automatically stored into the result.txt file.
18. Function finalResult(). This function prints out the final number of moves, number of cities visited and player’s name as the end screen of the program.
19. Program ends.

# Screenshots

Screen when you first launch the program:

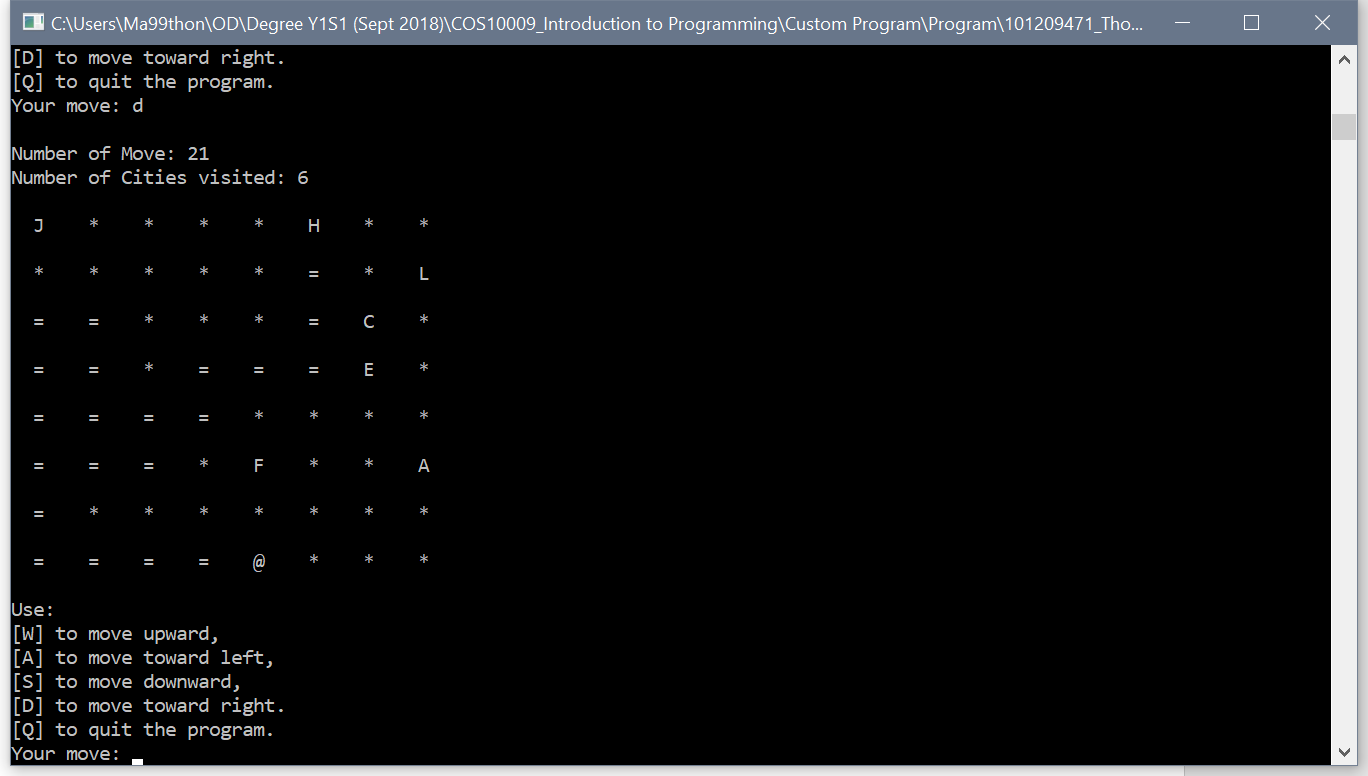


Screen when you first start your program after entering your name:



Screen of middle game play:

Note that ‘@’ as head (where you currently is) and ‘=’ as tail (where you have been)



Screen when completed the game:

