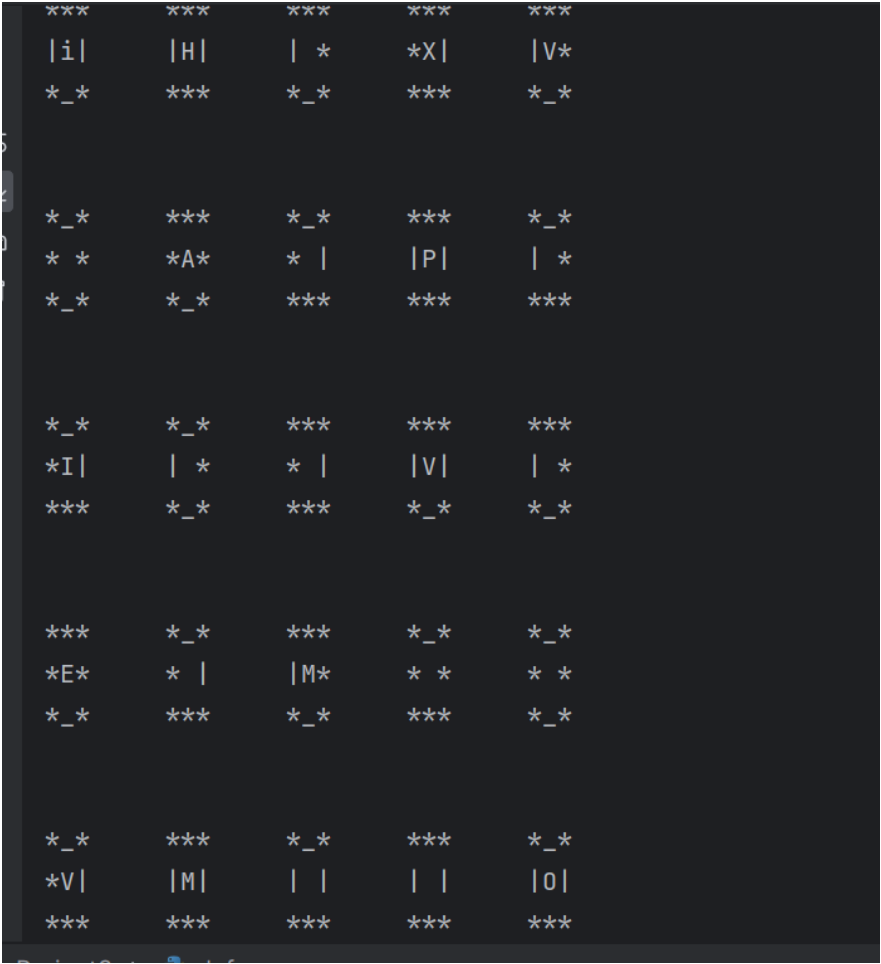


Output Capture

Winning Scenario for default mode (Easy):

MAZE GEN default mode (Easy->5*5)



Winning output:

```
***      ***      ***      ***      ***

You won the game and found all 4 pillars!

Do you want to see your stats? y/n y

    Name : MSA
    HP : 76
    Healing Potion Count : 6
    Vision Potion Count : 6
    Pillar Count : 4

Would you like to play again? "y" to keep playing or enter any key to exit.
```

Losing output:

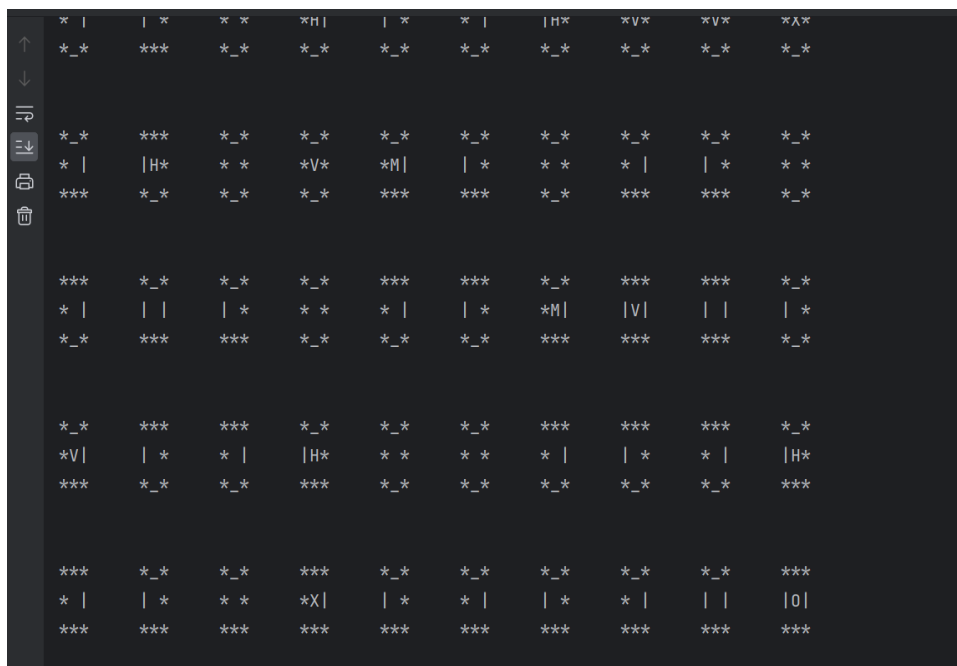
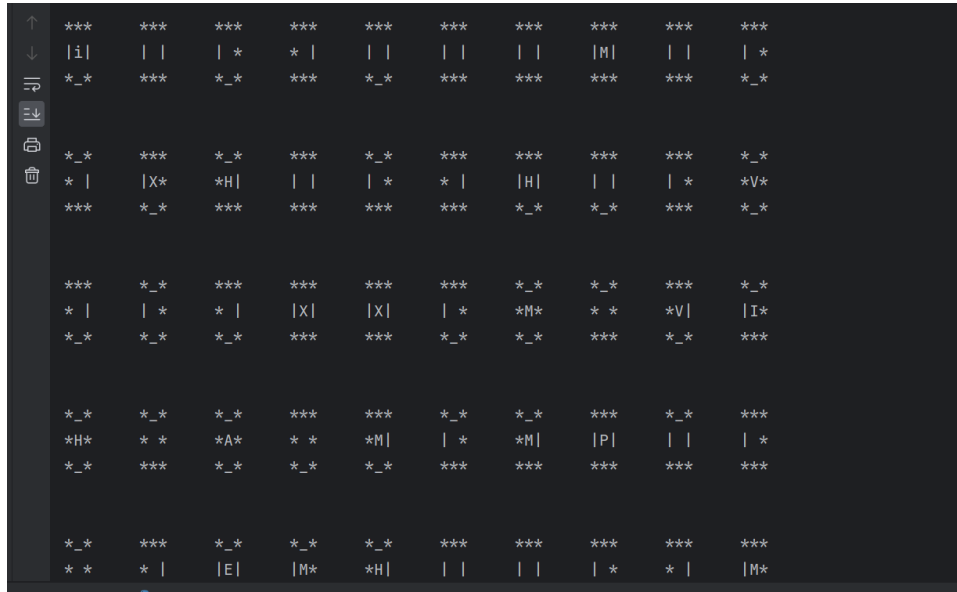
```
Sorry, you only found 2 pillars. You have lost the game

Do you want to see your stats? y/n y

    Name : MSA
    HP : 100
    Healing Potion Count : 3
    Vision Potion Count : 3
    Pillar Count : 2

Would you like to play again? "y" to keep playing or enter any key to exit. |
Project3 > 🐙 dafny
```

MAZE GEN (medium -> 10*10):



Winning scenario user choice (medium):

```
You won the game and found all 4 pillars!

Do you want to see your stats? y/n y

    Name : MSA
    HP : 39
    Healing Potion Count : 0
    Vision Potion Count : 7
    Pillar Count : 4

Would you like to play again? "y" to keep playing or enter any key to exit. |
nProject3 > 🐍 daf.py
```

Losing scenario user choice (medium):

```
Sorry, you only found 0 pillars. You have lost the game

Do you want to see your stats? y/n y

    Name : MSA
    HP : 98
    Healing Potion Count : 0
    Vision Potion Count : 1
    Pillar Count : 0

Would you like to play again? "y" to keep playing or enter any key to exit.
Project3 > 🐍 daf.py
```

Usage of Vision Potion:

```
*_*
Picked up Vision Potion. Total Vision Potions: 1
What is your next move? Enter "m" for menu: v

***   ***   ***
|i|   | |   | |
*_*   *_*   ***

*_*   *_*   ***
* *   *@*   * |
*_*   *_*   *_*

*_*   *_*   *_*
* *   *H*   *H|
*_*   *_*   ***

What is your next move? Enter "m" for menu:
```

Usage of Healing Potion:

```
*_*
*H*
*_*
Picked up Healing Potion. Total Healing Potions: 4
What is your next move? Enter "m" for menu: h
You gained 4 health points! Your health is now 95 and you have 3 left.
What is your next move? Enter "m" for menu: m
Action Menu : m
```