Alarm Clock

The user can set the current time and alarm in military time

```
Welcome to the program!
You will enter the current time, followed by the alarm time, and watch the alarm go off at the assigned time

Please enter the current time (format: xx xx xx):
23 55 00

Please enter the alarm time (format: xx xx xx):
01 05 00
```

The current clock runs until the alarm is reached

```
Current Time:
23:56:49

Alarm Time:
01:05:00
```

.

.

```
Current Time:
01:05:00

Alarm Time:
01:05:00

***ALARM ACTIVE***
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Puzzle Maze Game

The user can choose the difficulty by pressing 1 (easy), 2 (medium), 3 (hard) and a game is generated. The player's position is (G), the target is (X), and the enemies are (T).

```
Please enter the difficulty (1, easy), (2, normal), (3, hard - full screen terminal recommended):
1
G . . . . . . . . .
. . . . . . . . . .
. . X . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . T . . T .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
```

The user can move up, down, left, right using the w, s, a, d keys respectively.

```
The options are w,a,s,d(w, move up)(a, move left)(s, move down)(d, move right)
Enter your choice:
d
. G . . . . . . .
. . . . . . . . .
. . X . . . . . .
. . . . . . . . .
. . . . . . . . .
. . . . . . T . T
. . . . . . . . .
. . . . . . . . .
. . . . . . . . .
. . . . . . . . .
The options are w,a,s,d(w, move up)(a, move left)(s, move down)(d, move right)
Enter your choice:
d
. . G . . . . . .
. . . . . . . . .
. . X . . . . . .
. . . . . . . . .
. . . . . . . . .
. . . . . . . . T
. . . . . . T . .
. . . . . . . . .
. . . . . . . . .
```

Once the user (G) reaches the (X), the game ends and the user wins

```
The options are w,a,s,d(w, move up)(a, move left)(s, move down)(d, move right)
Enter your choice:
s
. . . . . . . . . .
. . G . . . . . . .
. . X . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . T .
. . . . . . . T .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
The options are w,a,s,d(w, move up)(a, move left)(s, move down)(d, move right)
Enter your choice:
s
Congrats, you won!
. . . . . . . . . .
. . . . . . . . . .
. . X . . . . . . .
. . . . . . . . . .
. . . . . . . T .
. . . . . . . . . .
. . . . . . T . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
```

If the enemy(T) catches the user(G), the user loses and the game is over

The options are w,a,s,d(w, move up)(a, move left)(s, move down)(d, move right)
Enter your choice:
d

```
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . T .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . T . T .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . T . . . . .
. . . . . . . . . . . . . G . T . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . X . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . T . . . . . . . .
```

The options are w,a,s,d(w, move up)(a, move left)(s, move down)(d, move right)
Enter your choice:
d
Tough, you lost

```
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . T . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . T . . . T
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . T . . . .
. . . . . . . . . . . . . . . T . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . X . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . T . . . . . . .
```