```cpp
1    #include "Game.h"
2
3
4    Game::Game()
5    {
6        choice = 0;
7        playing = true;
8        activeCharacter = 0;
9        fileName = "characters.txt";
10   }
11
12   Game::~Game()
13   {
14   }
15
16   // Functions
17
18   void Game::initGame()
19   {
20       createNewCharacter();
21
22   }
23
24
25   void Game::mainMenu()
26   {
27       // Menu Options
28       std::cout << "MAIN MENU" << std::endl;
29       std::cout << "0: Quit" << std::endl;
30       std::cout << "1: Travel" << std::endl;
31       std::cout << "2: Shop" << std::endl;
32       std::cout << "3: Level Up" << std::endl;
33       std::cout << "4: Rest" << std::endl;
34       std::cout << "5: Character Sheet" << std::endl;
35       std::cout << "6: Create New Character" << std::endl;
36       std::cout << "7: Save Characters" << std::endl;
37       std::cout << "8: Load Characters" << std::endl;
38       std::cout << std::endl;
39
40       std::cout << std::endl << "Choice: ";
41       std::cin >> choice;
42       std::cout << std::endl;
43
44       switch (choice)
45       {
46       case 0:
47           playing = false;
48           break;
49
50       case 5:
51           characters[activeCharacter].printStats();
52           break;
53
54       case 6:
55           std::cin.ignore();
56           createNewCharacter();
57           saveCharacters();
58
59           break;
60
61       case 7:
62           saveCharacters();
```

```cpp
 63              break;
 64          case 8:
 65              loadCharacters();
 66              break;
 67          default:
 68              break;
 69
 70          }
 71      }
 72
 73      void Game::createNewCharacter()
 74      {
 75          std::string name= "";
 76          std::cout << "Enter name for character: ";
 77          std::getline(std::cin, name);
 78          //std::cin.ignore();
 79
 80          characters.push_back(Character());
 81          activeCharacter = characters.size() - 1;
 82          characters[activeCharacter].initialize(name);
 83
 84
 85
 86      }
 87
 88      void Game::saveCharacters()
 89      {
 90          std::ofstream outfile(fileName);
 91          if (outfile.is_open())
 92          {
 93              for (size_t i = 0; i < characters.size(); i++)
 94              {
 95                  outfile << characters[i].getAsString() << "\n";
 96              }
 97
 98          }
 99
100          outfile.close();
101
102      }
103
104
105      void Game::loadCharacters()
106      {
107
108      }
```