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HOW TO COMPILE AND RUN

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Compile: g++ -std=c++17 game.cpp merchant.cpp inventory.cpp player.cpp party.cpp status.cpp map.cpp randomizer.cpp action.cpp monster.cpp cook.cpp fight.cpp misfortune.cpp -o project3

Driver file for running the program is game.cpp

Run: ./project 3

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DEPENDENCIES

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Text files monster\_1.txt, monster\_2.txt, monster\_3.txt, monster\_5.txt, monster\_4.txt, sorcerer.txt, riddle.txt, monsters.txt and game.cpp merchant.cpp inventory.cpp player.cpp party.cpp status.cpp map.cpp randomizer.cpp action.cpp monster.cpp cook.cpp fight.cpp misfortune.cpp must be in the same directory as the cpp files in order to compile.

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SUBMISSION INFORMATION

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CSCI1300 Spring 2023 Project 3

Author: Spartak Mikayelyan

Recitation: 103 - Baljot Kaur

Date: April 30, 2023

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ABOUT THIS PROJECT

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This project is the implementation of the popular game Dungeons and Dragons, details in GitHub