

Assignment 2

Purpose:	Practice with C++ classes.
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Problem to solve:

Write a game, named “Alice in the Wonderland”. The player must help Alice to find the Exit while evading the Monster in wonderland. There are only limited moves for Alice to get out from the wonderland.

Here is an example of the running program.

```

=====
Mickey Mouse 12345678
Donald Duck 23456789
159.234 Assignment 2 2014 S1 Albany
=====

Moves remaining: 15
+-----+
|A| | | | | | | | |
+-----+
| | | | | | | | |
+-----+
|M| | | | | | | |
+-----+
|M| | | | | | | |
+-----+
| | | | | | | |E|
+-----+
q: NW, w: N, e: NE
a: W, s: stop, d: E
z: SW, x: S, c: SE
Which way to move?

+-----+
q: NW, w: N, e: NE
a: W, s: stop, d: E
z: SW, x: S, c: SE
Which way to move? d

+-----+
q: NW, w: N, e: NE
a: W, s: stop, d: E
z: SW, x: S, c: SE
Which way to move? c
    
```

When Alice successfully found the exit,

```

assign2 — bash — 41x22

+-----+
|M| | | | | | | |A|E|
+-----+
q: NW, w: N, e: NE
a: W, s: stop, d: E
z: SW, x: S, c: SE
Which way to move? d

Moves remaining: 6
+-----+
| | |M| | | | | | |
+-----+
| | | | | |M| | | |
+-----+
| | | | | | | | | |
+-----+
|M| | | | | | | | |
+-----+
| | | | | | | | |E|
+-----+
Well done! Alice found the exit.
    
```


2014 Semester 1 Assignment 2

- Marks will be allocated for: correctness, completeness, no code duplication, use of C++ tools, documentation, clear on screen output display...