

Programming Assignment 4

Assignment Details

Assigned: April 21st, 2014. Due: April 26th, 2014 at midnight

All code will be graded in your program directory.

The Assignment

Simply put, the point of this programming assignment is to make your Programming Assignment 3 work with ncurses (or another library, see below).

Requirements

Your program must:

- Display your dungeon level in the same position on-screen each turn, without scrolling the screen when displayed.
- Accept keyboard input directly from the keyboard (e.g., you should be able to enter a command without hitting enter afterwards)
- Display additional information about the game that is constantly updated (e.g., player hit points, level and score)

Grading

Programming Assignment 4 is **completely and totally optional**.

If the three requirements above are completed, you will be awarded 20% extra credit on your Programming Assignment 3.