

Case 1:

Starting Prompt:

```
The rules are simple. The starting pile will range from 10-1000.  
A random integer will be generated to determine who goes first. If 1 is rolled, player1 will go first. Otherwise, the opponent will go first.  
Throughout each turn, each player must declare a size between 1 and half the current size of the pile.  
The player to remove the last marble loses.  
Good luck and have fun!  
  
1) Enter '1' to start the game.  
2) Enter '2' to see player stats.  
3) Enter '3' to quit the game.  
Input: █
```

Checking Player1 as Guest 1 Stats:

```
Choose a profile to view it's stats. Press 'Enter' to confirm: Guest1  
Name: Guest1  
Games Played:    0  
Games Won:       0   --   0   %  
Vs. Player:     0   --   0   %  
Vs. CPU:        0   --   0   %  
  
1) Enter '1' to start the game.  
2) Enter '2' to see player stats.  
3) Enter '3' to quit the game.  
Input: █
```

Case 2:

Player1 as Guest1 Game Against Computer in Normal Mode:

```
main.cpp PlayByPlay.txt UserData.txt
C: > Users > thoma > PlayByPlay.txt
148 The Starting Pile is: 846
149 Player 1 removed 421 marbles.
150 Pile is now: 425
151 Computer removed 187 marbles.
152 Pile is now: 238
153 Player 1 removed 100 marbles.
154 Pile is now: 138
155 Computer removed 11 marbles.
156 Pile is now: 127
157 Player 1 removed 50 marbles.
158 Pile is now: 77
159 Computer removed 4 marbles.
160 Pile is now: 73
161 Player 1 removed 25 marbles.
162 Pile is now: 48
163 Computer removed 3 marbles.
164 Pile is now: 45
165 Player 1 removed 20 marbles.
166 Pile is now: 25
167 Computer removed 10 marbles.
168 Pile is now: 15
169 Player 1 removed 4 marbles.
170 Pile is now: 11
171 Computer removed 1 marbles.
172 Pile is now: 10
173 Player 1 removed 2 marbles.
174 Pile is now: 8
175 Computer removed 4 marbles.
176 Pile is now: 4
177 Player 1 removed 1 marbles.
178 Pile is now: 3
179 Computer removed 1 marbles.
180 Pile is now: 2
181 Player 1 removed 1 marbles.
182 Pile is now: 1
183 Computer removed the last marble.
184 Player 1 Wins!!!
185
```

Case 3:

Updated Stats of Player1 as Guest1:

```
Choose a profile to view it's stats. Press 'Enter' to confirm: Guest1
Name: Guest1
Games Played: 1
Games Won: 1 -- 100 %
Vs. Player: 0 -- 0 %
Vs. CPU: 1 -- 100 %

1) Enter '1' to start the game.
2) Enter '2' to see player stats.
3) Enter '3' to quit the game.
Input: █
```

Creating New Profile:

```
1: Choose profile
2: Make and use new profile
2
*NEW PROFILE*
      [Guest1]      [Guest2]      [Guy1]      [Some1]
Enter profile name without spaces. Press 'Enter' to confirm: Yesman1
Profile added!
[ PLAYER 1] is Yesman1
Input '0' to play in Normal mode and '1' to play in Advanced mode: █
```

Case 4:

Another game as Guest1 Against Computer in Normal Mode:

```
148   The Starting Pile is: 846
149   Player 1 removed 421 marbles.
150   Pile is now: 425
151   Computer removed 187 marbles.
152   Pile is now: 238
153   Player 1 removed 100 marbles.
154   Pile is now: 138
155   Computer removed 11 marbles.
156   Pile is now: 127
157   Player 1 removed 50 marbles.
158   Pile is now: 77
159   Computer removed 4 marbles.
160   Pile is now: 73
161   Player 1 removed 25 marbles.
162   Pile is now: 48
163   Computer removed 3 marbles.
164   Pile is now: 45
165   Player 1 removed 20 marbles.
166   Pile is now: 25
167   Computer removed 10 marbles.
168   Pile is now: 15
169   Player 1 removed 4 marbles.
170   Pile is now: 11
171   Computer removed 1 marbles.
172   Pile is now: 10
173   Player 1 removed 2 marbles.
174   Pile is now: 8
175   Computer removed 4 marbles.
176   Pile is now: 4
177   Player 1 removed 1 marbles.
178   Pile is now: 3
179   Computer removed 1 marbles.
180   Pile is now: 2
181   Player 1 removed 1 marbles.
182   Pile is now: 1
183   Computer removed the last marble.
184   Player 1 Wins!!!
185
```

Case 5:

Updated Stats after Game 2 Against Normal Computer:

```
Games Played:  2
Games Won:     2  --  100 %
Vs. Player:    0  --   0  %
Vs. CPU:       2  --  100 %
```

- 1) Enter '1' to start the game.
- 2) Enter '2' to see player stats.
- 3) Enter '3' to quit the game.

Input: