"Funfair Games"

STUDENT DETAILS

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Abstract of the project "Funfair Games"

The main purpose of Funfair games is to develop a project which can be used by students on children day stalls to <u>earn money</u>. It can store details of all players and their bet money in a <u>file</u>. It provides an interesting playing interface and conditions to attract players. All games are completely unbiased and it will completely depend on users luck and knowledge of game to win and earn money.

Games included are:

- 1 Number Guessing game
- 2 Snake Ladder game
- 3 Stone Paper Scissor game
- 4 Tic Tac Toe gam
- **5 Country Name Guessing game**

6 Magic Game

Common Rules of all games

- 1:If you win game then you will get 50 percent increased of your bet money.
- 2:If game draws then you will get half of your bet money.
- 3:If you lose game then you will lose your bet money.

Number Guessing game

In this game, computer will randomy generate a number between 1 and 10, you have to you guess that number.

Rules:

- 1:If you guess the number in 2 or less than 2 chances then you will win game.
- 2:If you guess the number in more than 3 chances then , you will loose game.
- 3:If you guess the number in exactly 3 chances then game will be a draw.

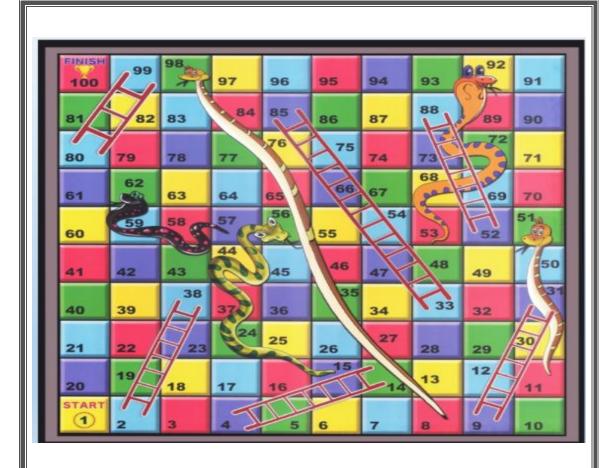
Snake Ladder game

This is computer versus user game.

Rules:

- 1:Both computer and user will start from 1,
- if You reach at 100 before computer then you will win and if computer reached at 100 before you then computer will win.
- 2:If you accept loss then game will be a draw.

This game is based on given below picture from our SDF lecture PDF.



Stone Paper Scissor game

This is computer versus user game. In this game, computer will randomy select any one from stone, paper and scissor.

You have only 3 chances to win.

Rules:

- 1:Stone breaks scissor.
- 2:Paper can stop stone.
- 3:Scissor can cut paper.

Tic Tac Toe gam

This is user versus owner game.

you will have to input a numerical character, from 1 to 9, to select a position for X or O into the space you want to put it.

Rules:

1:Player whose character ('O' or 'X') fills one whole row/column/diagonal is said to win.

2:If no one wins , then the game is said to be draw.

Country Name Guessing game

In this game, computer will randomy generate a country name and you have to you guess its characters and name correctly to win.
Rules:

- 1:If you guess in only one chance then you will win.
- 2:If you guess in two chances then game will draws.
- 3:If you need more than two chances to guess then you will lose game.

Magic Game

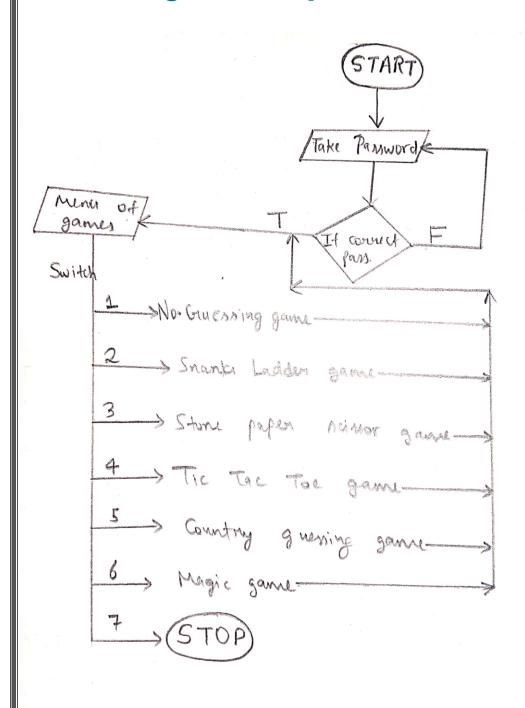
This game is just a free game to test the mathematical knowledge of player.

You are provided some steps to follow and think some numbers in your brain without telling to the computer and computer will guess that number correctly.

Topics of SDF 1 used:

All topics like (Array , loops , switch case , If , else-if , else , Functions , Pointers, File handling etc.) are used by me except structures and union.

Design and Implementation



SPECAL FEATURES OF PROJECT

- 1:PASSWORD: only owner acces.
- 2:BEEP SOUND: when wrong input is given.
- **3:COLOR VARIENT:** Different colors in different games.
- **4:PATTERNS:**Different patterns at different position.
- **5:USER FRIENDLY:**Instructions are properly given and games are completely unbiased.
- **6:FILE HANDLING:**All data will be stored in a text file for safety purpose. It includes name of game, player name, bet money, money lose, money gain.
- **7:NET PROFIT:**After exit net profit maked by owner will be printed and saved in file.
- **8:Showing file data:** After exit complete text file data will be printed on screen.
- **9:ERROR HANDLING:**Code is written in such a way that it can handle any wrong input by the user at any time during playing any game.

References

This project is completed by nitin chaudhary by taking help from these sources:

- **1:Teachers**: Nitin Shukla sir, Raju paul sir, Surendra kumar sir, Divya pundhir mam.
- **2:Batchmate**: Ankur chaudhary helps me to remove errors in country guessing game.
- **3:Study material:**I have used class notes to understand concepts to apply in project.
- **4:Internet:**I have taken help of google to understand the flow chart of Tic Tac Toe game.
- **5:God**:My parents and my internal soul helps me to remain consistent to make this project individually.

SNAPSHOTS OF OUTPUT

