



Assignment Cover Sheet

Student name:	Hussaina Hussain		
Student number:	3136381		
Faculty:	Computing Science		
Course:	BSc (Hons) Computing Science	Stage/year:	1
Subject:	Computer Programming		
Study Mode:	<input checked="" type="checkbox"/> Full time	<input checked="" type="checkbox"/> Yes	Part-time <input type="checkbox"/>
Lecturer Name:	Tracey Cassells		
Assignment Title:	Fruit Machine		
No. of pages:			
Disk included?	Yes <input type="checkbox"/>	No <input type="checkbox"/>	
Additional Information:	(ie. number of pieces submitted, size of assignment, A2, A3 etc)		
Date due:	16/01/2024		
Date submitted:	16/01/2024		

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I hereby certify that this assignment is my own work, based on my personal study and/or research, and that I have acknowledged all material and sources used in its preparation. I also certify that the assignment has not previously been submitted for assessment and that I have not copied in part or whole or otherwise plagiarised the work of anyone else, including other students.

Signed: Hussaina Hussain

Date: 16/01/2024

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GAME MANUAL

How to Play:

1. Once the program is run, the player will automatically be awarded 200 credits. Each game costs 20 credits.
2. When the player decides to run a new game, they will be given the option to select the difficulty level.
3. After this prompt, the player will click enter and a combination of three numbers and symbols will be displayed.
4. If the player has won any credits according to the ruleset, they will be added to his credits after subtracting the cost of the game.
5. Throughout the game, the player will be given an option to access the menu.

Menu:

The menu will display the following at all times:

1. The option to begin a new game.
2. View the Ruleset.
3. View the remaining credits.
4. Exit Game.

Ruleset:

The following combinations will help the players win credits.

1. Triplet (except 9-9-9 and 0-0-0) = 150 credits.
2. 9-9-9 = 1000 credits
3. 0-0-0 = 0 credits
4. 1-2-3 = 100 credits
5. 9-8-7 = 200 credits
6. 2-4-7 = 1000 credits (Special set)
7. Double Numbers = 50 credits

The above ruleset is for the EASY mode.

For the MEDIUM mode, the credits awarded will be increased by 50%.

For the HARD mode, the credits awarded will be increased by 100%.

Extra Features:

1. Difficulty Level:

- Easy – Follows the same ruleset as above. Includes the symbols 0-9.
- Medium – Includes the symbol 0-9, @, #, \$, %, the credits awarded will increase by 50%.
- Hard - Includes the symbol 0-9, @, #, \$, %, ^, &, *, <, > the credits awarded will increase by 100%.

2. Bonus Point:

If a player wins three consecutive times, they'll be awarded 500 credits.

```
-----
1
Select Difficulty Level (easy, medium, hard, twist):
easy
-----
4 0 0
-----
Congratulations you won 50 credits!
To access the menu at any time, type 'menu'
-----
MENU
-----
1. New Game
2. View Ruleset
3. View Remaining Credits
4. Exit Game
Select Option (1-4)
-----
1
Select Difficulty Level (easy, medium, hard, twist):
medium
-----
$ 3 $
-----
$ 3 $
-----
Congratulations you won 75 credits!
To access the menu at any time, type 'menu'
-----
MENU
-----
1. New Game
2. View Ruleset
3. View Remaining Credits
4. Exit Game
Select Option (1-4)
-----
1
Select Difficulty Level (easy, medium, hard, twist):
hard
-----
3 $ $
-----
Congratulations you won 100 credits!
To access the menu at any time, type 'menu'
Congratulations! You won a bonus of 500 credits.
```

It's a little hard to capture in one screen shot, therefore two. AS you can see above, I won three times and was awarded 500 credits.

3. Twist Mode:

This mode will be displayed along with the other difficulty levels but this has as the name suggests it has a twist.

If a player selects this mode, they will still be given the option to choose the difficulty level (easy, medium, hard).

If they win they score double (ex. They choose difficulty level easy and score 50 credits instead now they will win 100.)

But if they don't win they lose 50 credits.

```
-----
                        MENU
-----
1. New Game
2. View Ruleset
3. View Remaining Credits
4. Exit Game
Select Option (1-4)
-----
1
Select Difficulty Level (easy, medium, hard, twist):
twist
Select Difficulty Level (easy, medium, hard)
easy
-----
6 5 5
-----
Congratulations you won 50 credits!
Just kidding, You've won the double :p
```