#include <stdio.h>

int main() {

int player1\_score = 0;

int player2\_score = 0;

int player\_turn = 1; // 1 for player 1, 2 for player 2

printf("Welcome to the Football Game!\n");

while (1) {

printf("\nPlayer %d's turn.\n", player\_turn);

printf("Enter 1 to shoot or 0 to quit: ");

int choice;

scanf("%d", &choice);

if (choice == 1) {

// Simulate a goal attempt

if (rand() % 2 == 1) {

printf("GOAL! Player %d scores!\n", player\_turn);

if (player\_turn == 1) {

player1\_score++;

} else {

player2\_score++;

}

} else {

printf("Missed! No goal.\n");

}

} else if (choice == 0) {

break;

} else {

printf("Invalid choice. Please enter 1 to shoot or 0 to quit.\n");

}

// Switch turns

player\_turn = (player\_turn == 1) ? 2 : 1;

}

printf("Game Over!\n");

printf("Final Score: Player 1 - %d, Player 2 - %d\n", player1\_score, player2\_score);

    return 0;

}