

GDTC (HACK - IN)

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AIM:

- 1) To build a Higher Lower Guessing Game.
- 2) To build a Rock Paper Scissors Game

DIFFICULTY: Easy

DETAILS OF THE PROJECT:

Higher Lower Guessing Game

- Create a game where the computer randomly selects a number between 1 and 50 and the user has to guess what the number is.
- After every guess, the computer should tell the user if the guess is higher or lower than the answer.
- When the user guesses the correct number, print out a congratulatory message.
- Subgoals:
 - Add an introductory message that explains to the user how to play your game.
 - In addition to the congratulatory message at the end of the game, also print out how many guesses were taken before the user arrived at the correct answer.
 - At the end of the game, allow the user to decide if they want to play again (without having to restart the program).

Rock Paper Scissors Game

- Create a rock-paper-scissors game.
- Ask the player to pick rock, paper or scissors.
- Have the computer choose its move.
- Compare the choices and decide who wins.
- Print the results.
- Subgoals:
 - Give the player the option to play again.
 - Keep a record of the score

ROAD MAP:

Build Higher Lower Guessing Game(2 - 3 days)

Build Rock Paper Scissors Game(2 - 3 days)

Build an app(If time is left)

TECHNOLOGY STACK:

1. Python/C++/Java
2. HTML/CSS (Optional for creating UI)

RESOURCES:

Python Tutorials: <https://www.python.org/doc/>

HTML Tutorials: <https://www.w3schools.com/html/>

CSS Tutorials: <https://www.w3schools.com/css/>

C++ Tutorials: <https://www.tutorialspoint.com/cplusplus/>