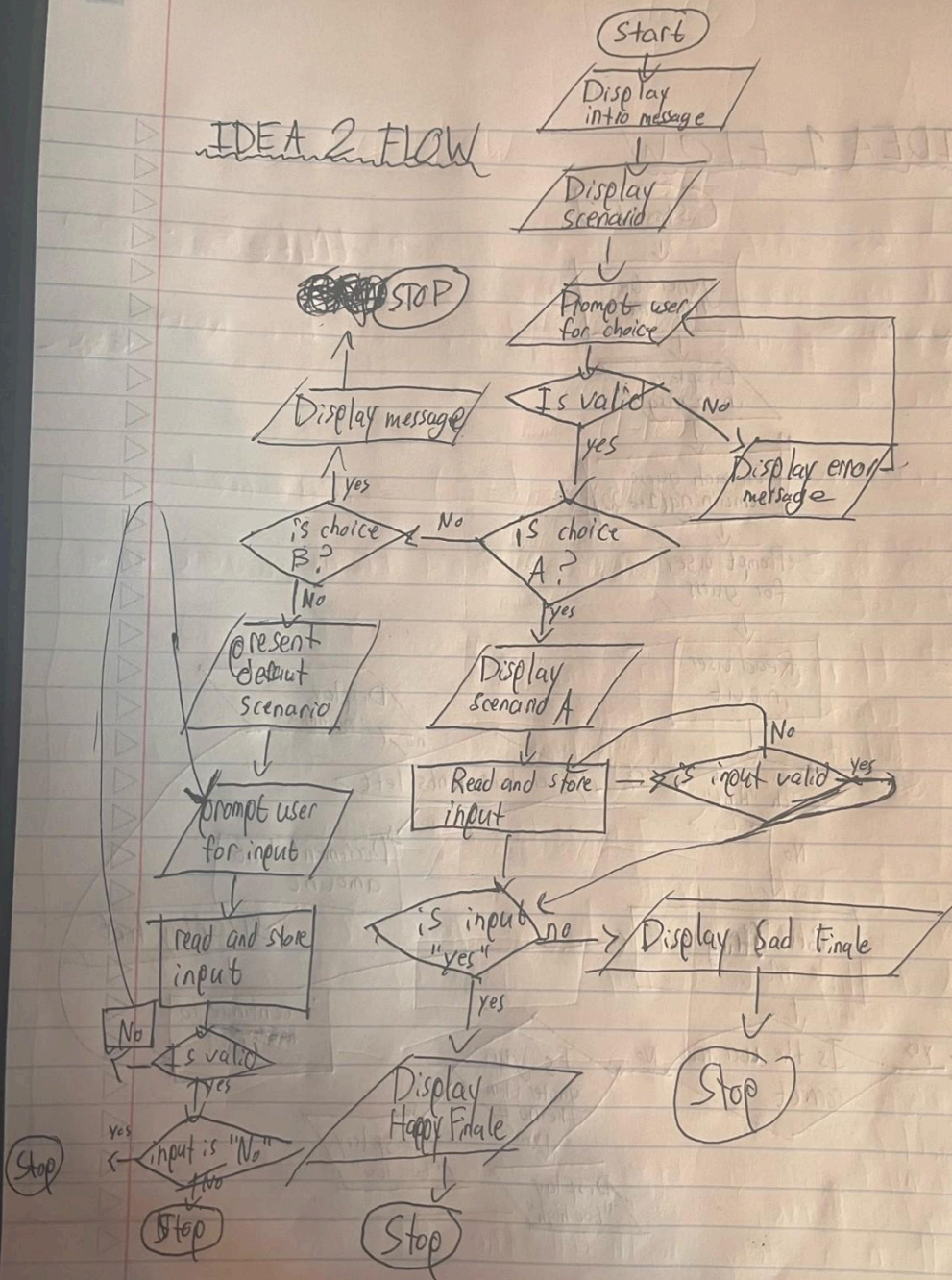
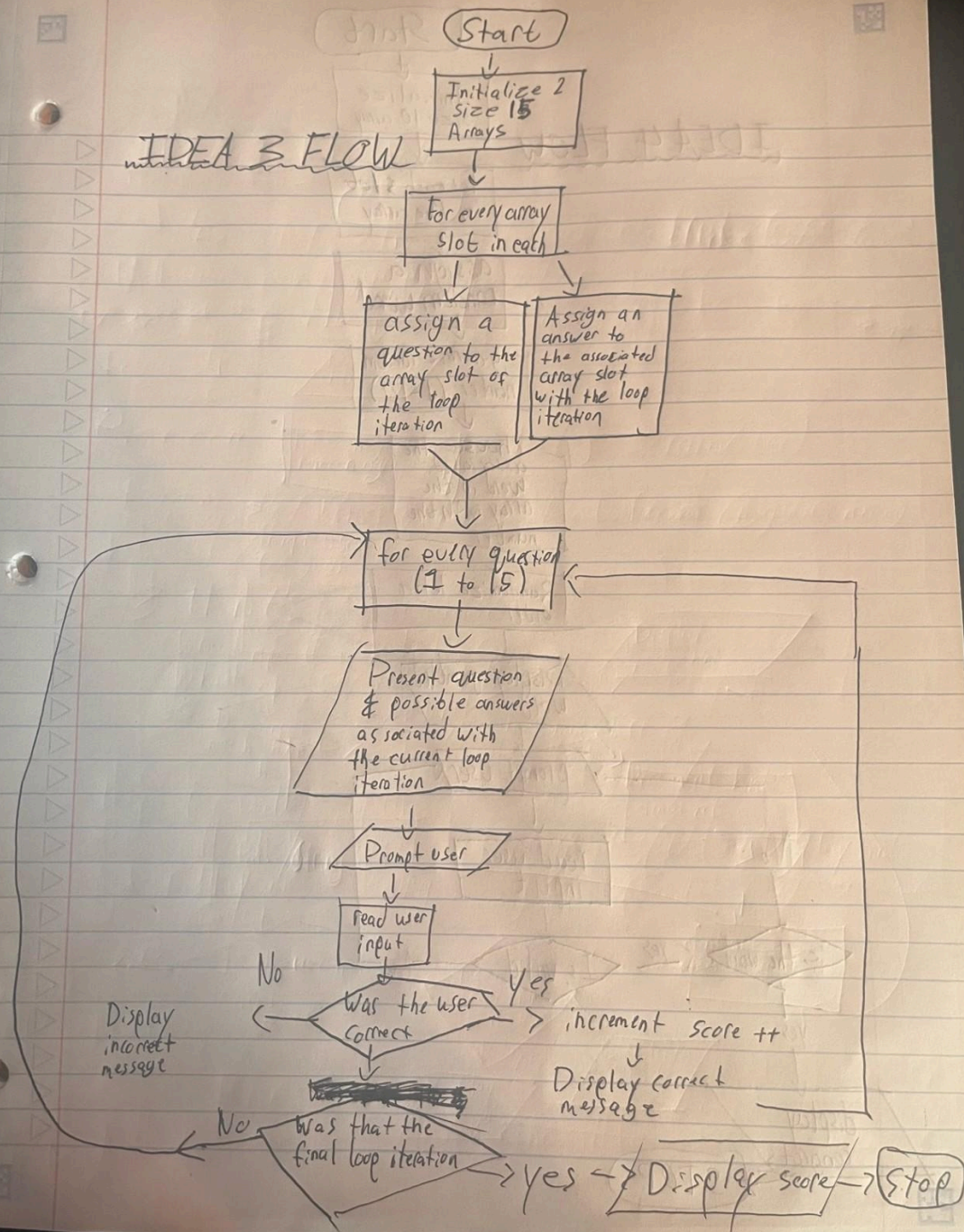


## IDEA 2 FLOW



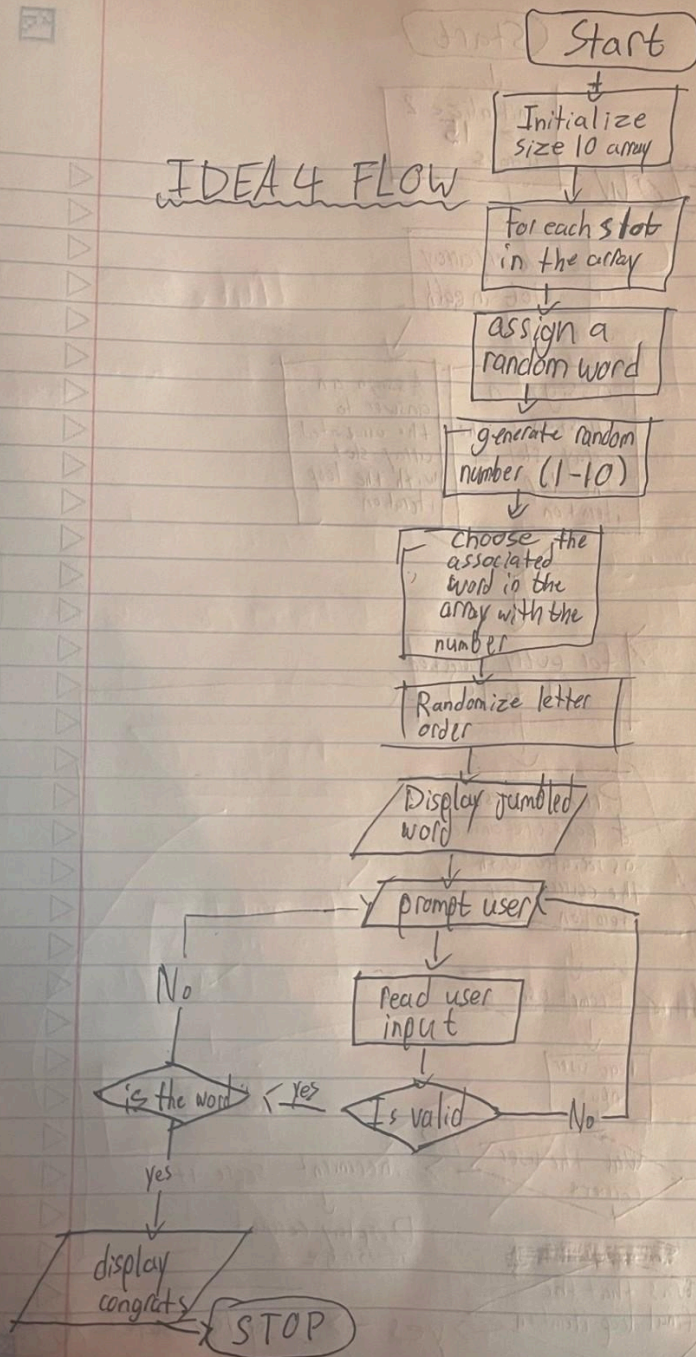


### IDEA 3 FLOW



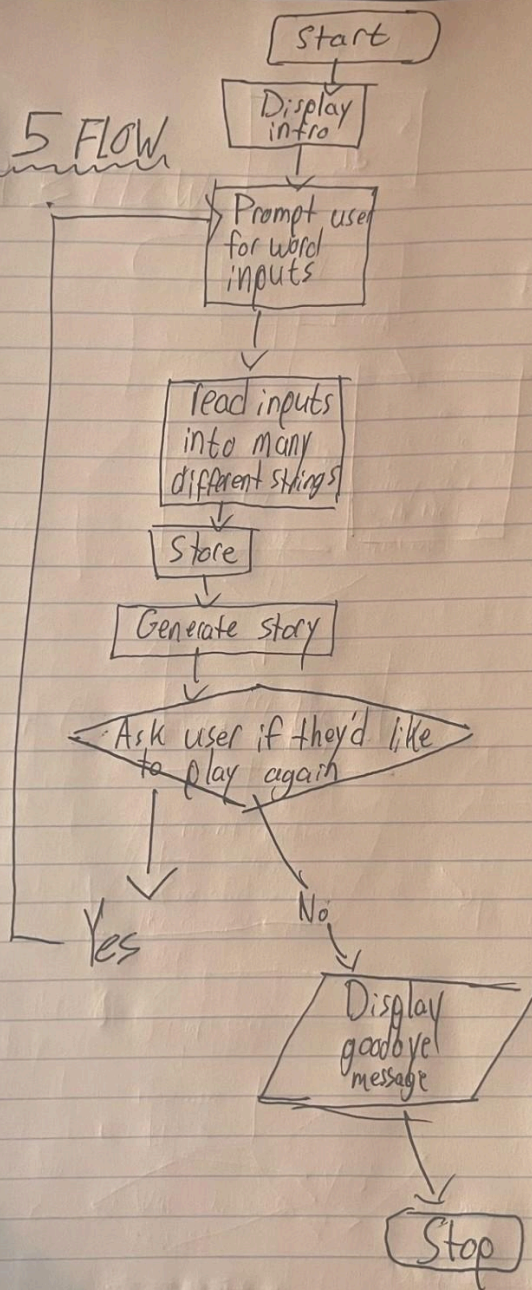


# IDEA 4 FLOW



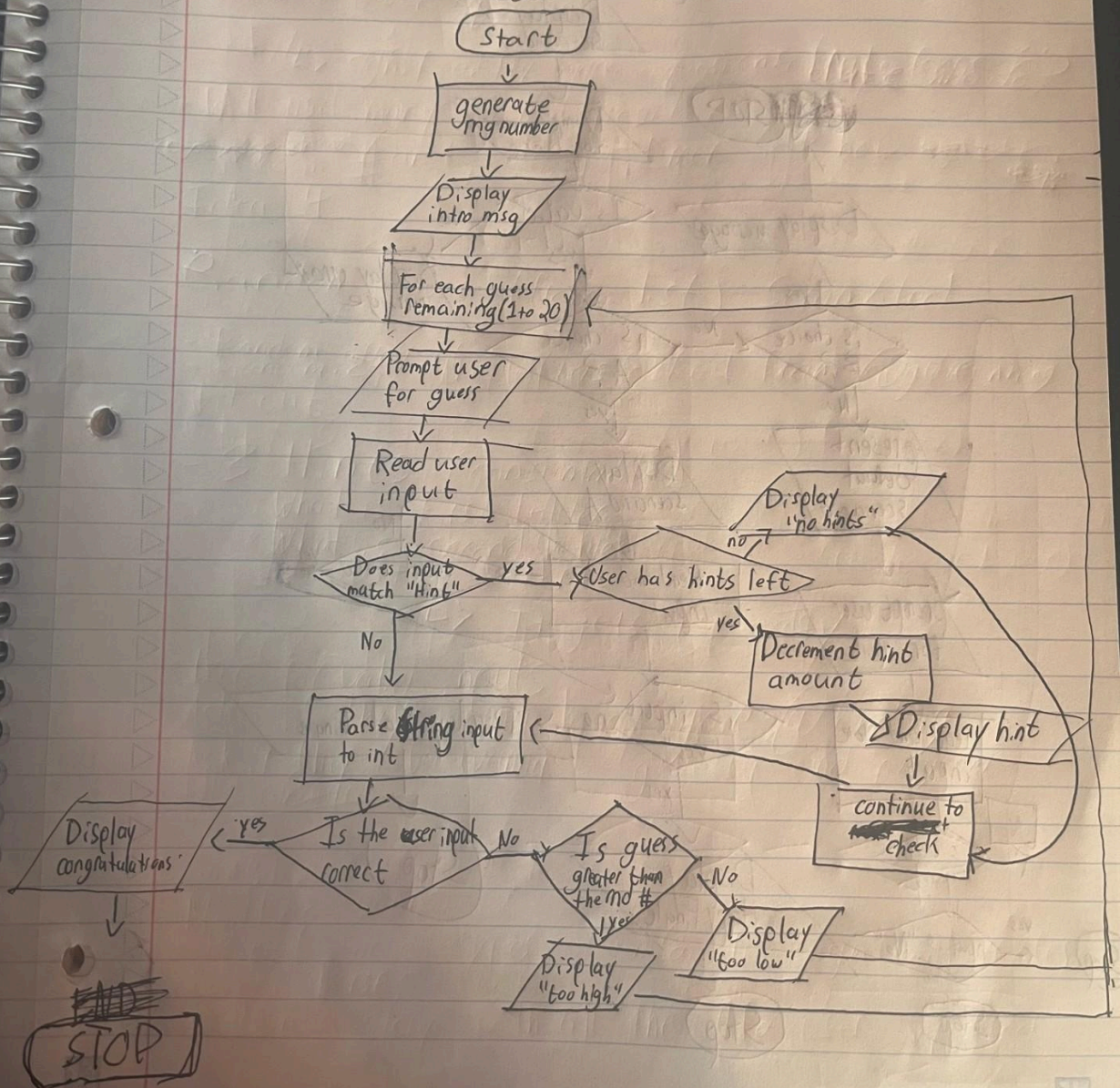


## IDEA 5 FLOW





## IDEA 1 FLOW





### Idea 3 cont.

- General trivia questions
- Maybe ask what type of quiz they wanna do?
  - ↳ significantly more questions, but force is
- Will use many var types
- ~~random~~ Can't do a timer idk how ~~to do it~~

### Idea 4

Random word (from list) Scrambled

- Random array of words picked from @ beginning
- Randomize the letters if I can figure it out
- 3 Hints (consumable)
  - What is first letter?
  - What is second letter?
- ~~Just~~ Just 2 Hints
  - ↳ It gets too easy

- Loop for valid inputs
- Ask if they wanna play again @ ending
- Ask if they ever wanna give up and program tells answer

### Idea 5

Madlibs game

- Prompt for all types of info to assign to variables
- Maybe Parse?
- Fill in a story with all the info user inputted



## Idea 2 cont.

- Mostly text prompts + Writing from me
- Take #s as choices from user

↓  
explain at beginning of program

↓  
Maybe convert to other types?

- Short story
- Maybe some quirks for off the rails inputs
- Loops used to continuously take input until valid for progression

## Idea 3

### Game Show?

- multiple choice answers
- keep track of score
- Display score as you go (int++)
- loop to ensure only valid (a,b,c,d) inputs are accepted
- Maybe store questions in an array
- Each correct is 1 point

ex.

Question

- a)
- b)
- c)
- d)

Answer: (user)

← 10 times?



Cole  
Madeley

## Assignment 1

### Idea 1

A simple guess the number game

Random # generated [1-100?] [1-1000?]

↓

Prompt user

↓  
Higher or lower?

is it single digit?

↓  
"Hint" option if typed → Even or odd

↓  
ONLY 3 HINTS? (consumable resource) (from user)

• Is it single digit? (Y or N)

• Is it even or odd? (Even or Odd) (Maybe ~~bool~~ for truth = True or False)

• Higher or lower than ~~input~~ input from user (Higher or Lower)

### LOOP UNTIL USER GUESSES #

\* use functions for hint1, hint2, hint3\* (, ?)

### Idea 2

Simple text adventure game

- Lay out scenarios and different prompts of different types
- Use fncs for linear progression in story
- Use Else's for faulty input