

Assignment 1: Interactive Terminal Project (Ideation)

Idea #1: A game entitled, "Proto Tennis".

- ↳ After being informed that you've been signed up to partake in a tennis tournament, the player will state their name before starting the match.
- ↳ ~~Opponent~~ Opponent will always serve first. Round 1 will be a flat serve, round 2 a slice & round 3 a topspin
- ↳ Each time player will choose to hit ball ~~left~~, left or right which will determine who scores a point
- ↳ After 3 serves the game is over. Score between player & opponent will be checked. Whichever value is higher determines winner

Other notes: Maybe allow player to name rival just for fun?

- Maybe make the game 5 rounds. The first two serves will repeat with same correct choice that scores a point, which rewards the player for paying attention

* ConsoleIO is used here. ReadLine for names, WriteLine for informing player of events happening in game.

Operators are used. Comparison Operator greater than will be used to check score.

String Interpolation will be used, as program will ask first & last name *

Idea #2: Virtual Grocery Store

- ↳ Shopper will be introduced to DigiMart and asked how much ~~money~~ money they have on hand!
- ↳ Shopper will be directed to the dairy section and will be asked if they want milk or cheese
- (Forget incrementing variable, not needed now) ↳ Choice will be made and variable for held groceries will go up by 1 if funds are enough (funds deducted too)
- ↳ If funds are too low, variable stays same and Shopper is informed of low funds (This process stays the same for meat & bread choice) (Bread not needed)
- ↳ If customer buys 3 items tell them they bought more than average customer today (Maybe throw in extra dialogue for 0 items?)

NOTE: This step is NOT needed. Checking user funds vs. food price already uses comparison operators. This is redundant.

CoCoding now: Don't do a concure. reatline for milk & cheese at the same time, the program only acknowledges milk since it is the first choice

EDIT: This has been fixed! I believe the code was just formatted wrong, with the cheese choice accidentally sharing the same if statement as milk

Idea #3: The (Very basic) RPG

- ↳ This scenario sees the player get into a basic turn-based RPG battle.
- ↳ Structure similar to the "rounds" in pro tennis, but there's more than 3 rounds and points aren't what matters, health does
- ↳ Health would be an int for both player & monster. When either value reaches 0 a win/loss condition is determined
- ↳ Health loss would use decrement unary arithmetic operator
- ↳ There could be a mechanic where even numbered turns grant double damage?

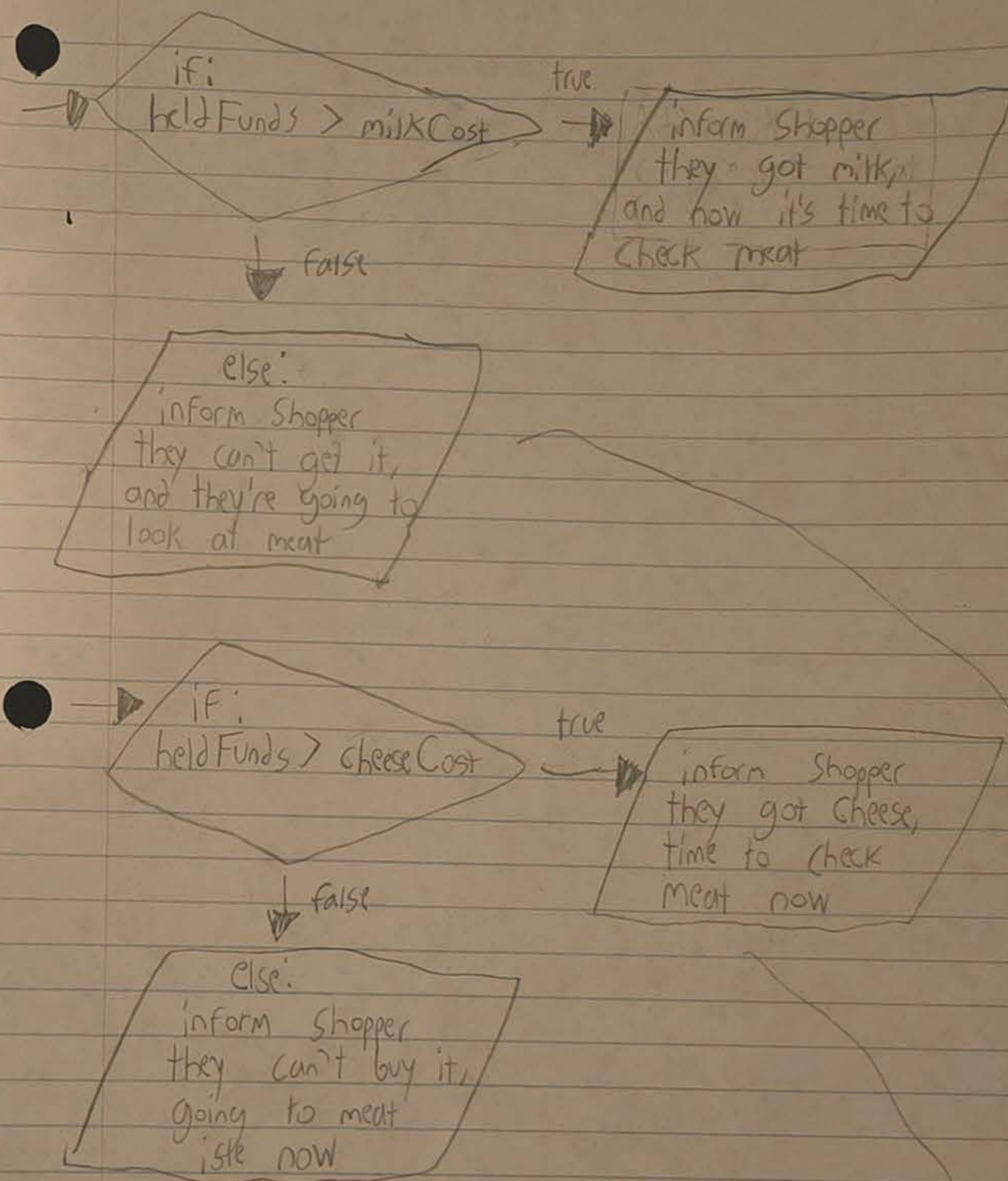
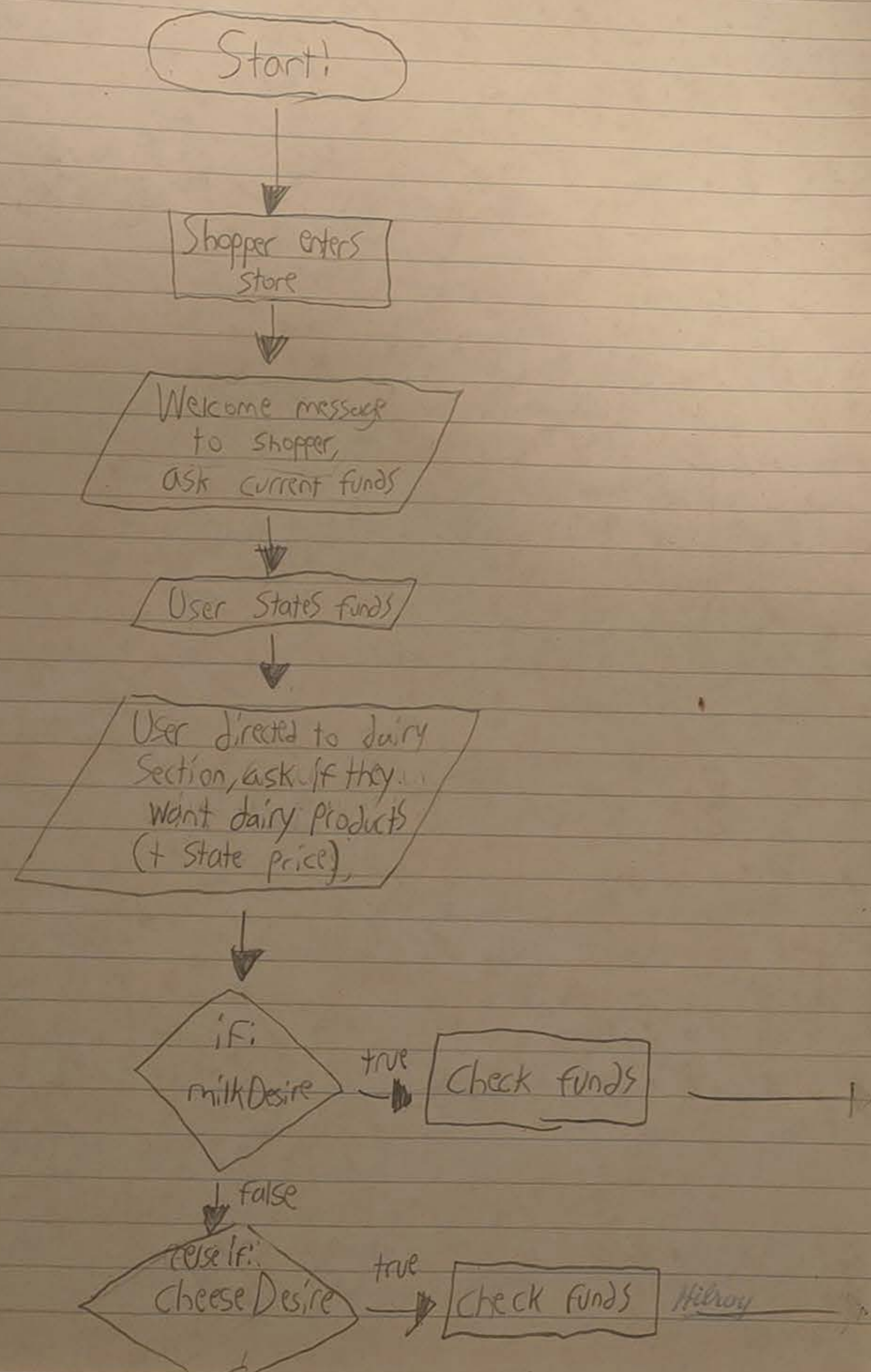
How would this work?

Would player have to manually type even numbered turns?

Misc. Notes: Namable protag? Monster as well?

Maybe specific protag names could trigger bonus damage?

Flow Chart - Virtual Grocery Store



(All outcomes meet back up at meat section and asked for chicken)

