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CIS-5: C++ Programming

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Creative Project 2

**FIFA: C++ Version**

This program uses dimensions from professional leagues, and stats from current soccer players. It is composed of two options that returns information, one option based on the user input and two mini-games that also requires user input.

The structure of the program starts with a welcoming message and the user must provide first and last name.

Then the “Main Menu” shows up and from there the user is able to navigate between the 5 different options of the program, which consist in:

1. **Top 3 Player Stats**

This option will create a table with the current three players that have the best stats. The program will rank them a GOLD, SILVER and BRONZE position.

1. **Field and ball dimensions**

This option will display the minimum requirements of a professional soccer field as well as the maximum permitted. It will also display the size and weight of a professional soccer ball.

1. **Winning Percentage**

This option will let the user input 5 different scores with W, D, or L (he/she could choose a favorite team’s scores or just random ones). Based on the 5 scores (or last 5 scores), the program will calculate the winning percentage rate of the team and display it.

The values of the scores are:

W = 3 D = 1 L = 0

1. **Ultimate Team**

This option is based on the *EA’s FIFA* franchise. The game consist of selecting random cards that later on will display a player for your team. In this program, the players are assigned a number to each card, and the option will allow the user to choose 4 cards (goalie, defender, midfielder and forward) and later show the user which players he selected. Each time the user restarts the option, the players will be assigned a different card.

1. **Penalty Shootout**

This mini-game will display a goal and the goalie. The left side is numbered with “1” and the right side with “2”. Then the user will choose where to “kick” the ball to, to number 1 or 2. At the same time, the program will choose one of those two sides as well. If the user and the program selected the same side, the program will block your shot, otherwise a goal will be given to the user. Now is the program’s turn to “kick the ball”. After both turns are finished, a scoreboard will appear with the scores of the user and the CPU. There’s a total of five turns for each.

1. **Retire**

This option will cause the program to terminate.