ITSE Star Game

For this we will using the console to create a C# game that is meant for 2 players. The Game presents the players with a random amount of stars (roughly 30 to 40). The players then take turns removing either 1, 3, or 6 stars from the amount (note that it can be played with different amounts, 1, 2, 3 for instance). The player that removes the last star wins.

Students can pursue extra requirements and can add additional things to the game as they see fit. Examples of this could be taking the players’ names. Having a timer (per move, or total timer per player), adding in different symbols that did different things (like a $ which no matter how many stars you choose would always end with that one)

Example

Player 1’s Turn

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

> 1 star

> 3 stars

> 6 stars

Player 2’s Turn

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
> 1 star

> 3 stars

> 6 stars

Player 1’s Turn

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

> 1 star

> 3 stars

> 6 stars

Player 2’s Turn

\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
> 1 star

> 3 stars

> 6 stars

Player 1’s Turn

\*\*\*\*\*\*\*\*\*\*\*

> 1 star

> 3 stars

> 6 stars

Player 2’s Turn

\*\*\*\*\*\*\*\*

> 1 star

> 3 stars

> 6 stars

Player 1’s Turn

\*\*\*\*\*\*\*

> 1 star

> 3 stars

> 6 stars

Player 1’s Turn

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> 1 star

> 3 stars

> 6 stars

Player 2’s Turn

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> 1 star

> 3 stars

> 6 stars

Player 2 is the winner