Assignment 2

Aim:

The aim of this project is to create a rock/paper/scissors game.

Scope:

The program should allow you to select between 1/3/5 games, from here create a game which will allow for a user to select between rock paper scissors. After this it will show how they did against the computer and increment the scores. Display the winner out of the number of games selected.

Further to the scope:

Use I/O file to hold the users previous selection and have the computer select items depending on these.

Next step would be to get the TCP/IP working

How it will work:

This program should start with in a selection screen showing other 1/3/5 games

Create an array of new games with the number selected

Loop through the array

Display the first Game board

Show selection for ROCK/PAPER/SCISSORS

User to select one of these

Show who one

Go to the next game

Show overall winner once finished

Open up new loading screen

Game data members – int number of games, Int players game won, int pc games won

Game Methods – create number of rounds array

Round data members – player’s selection, PC’s selection, round number

Round Methods – get players selection, get PC’s selection,

Tool data members - char selection

Tool Methods – fight

Rock/Paper/Scissor data members

Rock/Paper/Scissor Methods - fight

Difficulties-

* VCL – I am not the best at design I find it difficult to not only think of an adequate design. Let alone how to manipulate/change the information on them.
* TCP/IP – Due to the lack of help online I was unable to find any information on how to implement an across network game.
* I have been unable to use the built program from the trial C++ builder I was using at home so I have create a school version which means the running version that you will need to select is the school one.