Big Bang Game Documentation

Diagram

Description automatically generated

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| --- | --- | --- | --- |
|  | Input | Process | Output |
| Display instructions | none | Run print | Printed instructions |
| GetuserChoice | None | Create while loop to ask users for game. Values is between 1 and 5. If it is control vairiable is changed to break loop. | Return player |
| genetateComputerChoice | none | Generate a random number from 1-5 | Return comp |
| determineWinner | player and comp | Runs 5 possible nested ifs. Checks player against comp. | Return winvar |
| printWinner | winvar | Checks winvar to see if win condition. Print result | Printed statement |
| trackScores | Winvar, playscore, comp score | Checks win condition to keep track of score. If comp win, add to compwinvar, else add one to playerwinvar | Return playerscor and compscor into scortup tuple |
| determineChampion | playscore and compscore | Game is a best to three. If player won 3 matchs, chapvar = 1 if comp won chapvar = 2 | Return chapvars |
| outputResults | chapvars | Prints winner based on int | Return printed statement |
| controlVarible | none | Asks for user input they would like to play again if yes or no return a value, else restart the while loop. | Return functionvar |
| main | none | Display instructions and call the control variable  Start while loop  Define player and computer score to zero  Start another while loop  Define player choice with getUserChoice  Define comp with genetateComputerChoice  Define winvar inputing player and comp into  determineWinner  input winvar into printWinner  define scortup by inputting winvar, playscoreand compscore into trackScores  split the tuple into playerscore and compscore  When the loop has been finished input playscore and compscore into determineChampion. To receive chapvars  Input chapvars into outputResults to print winner  Use controlVarible to determine whether main should loop again. | Printed win-state |