

## **Programming 2**

# **GUESS THE DATA**

---

**Guess the Data: Sharpen Your Value Estimation Skills:** A Fun-Filled Journey Through  
Numbers and Insight.

Acosta, Luis Mauro

Belardo, Viola Marie

Blanza, Ferrie Augustine

Loreto, Jean Renz

Mercado, Jan Romullo

Far Eastern University – Cavite

2<sup>nd</sup> year Bachelor of Science Information of Technology

**Submitted to:**

Ms. Jessa Mae Senobio

December 12, 2024

## 2.0 Game Overview

In this guessing game called “Guess the Data”, two players play the game as they compete against each other. When one player enters a number within some range (1 – 50), the other player must guess what exact number the first player inputted. The twist is that the guessing player gets only three attempts to guess whatever number is chosen, and nothing is said about the correctness of the guess, whether it is too high or too low. This removes the right type of thinking from the table, discontinuing the process of exclusion and leaving the guessing player to rely solely on instincts, personal recall and the game plan for each respective guess.

The game's objective is simple, get the initial three - point goal to aim for. Basically, a point is given to an individual any time he guesses the exact number chosen by the opponent. Nothing in the game is as trivial as it seems because the guessing player's turn only allows three guesses in a round and no more. Just like in the previous games, there will be the winner, being the one who will collect three points at first. This game checks the speed and accuracy of two participants. What used to be described as a team game of duos consisting of a passer and a receiver has now become a game of accuracy, time, quick thinking.

This game deduced the theme on the idea of “Guessing game”. As the basis for this game, one can identify the already mentioned a game called “Guess My Number,” but without hints in the form of too high or too low numbers and the first one to score 3 points wins the game.

It is perfect for teens and adults who love to play guessing and intuition games and enjoy strategic thinking.

### 3.0 Game Features

**Inputting Number:** Players input number for another player to guess it.

**Guessing:** Other players try to guess the hidden number by making guesses.

**Turn Rotation:** Players switched between selecting a hidden number and guessing other player's input numbers.

**Points for Correct Guesses:** A player earns 1 point if they guess the exact number that another player has hidden.

**Score Tracking:** Each player's score is displayed on the screen, showing points earned and the current total.

**Rounds:** The game only has 3 chances to guess the correct number.

**Winning and Losing Condition:** The game ends when the first player scores 3 points. And the player who has not reached 3 points when their opponent does is considered the loser.

### 4.0 Instruction for Playing

#### Starting the game

- Go to an Online C# Compiler:
- Create a new C# project on the compiler
- Copy and paste the code to the compiler

- Click the Run button on compiler to start the game
- Then play directly to that website

### **Describe the controls and commands**

Main menu options

- Number Entry (player 1 and player 2)
- Verification – after entering a number, the player is asked.
- Game Continuation – players are asked if they want to continue.
- Displaying Scores
- Winning the game (first to get 3 points wins)

### **Rules for win and lose**

#### **1. Objectives**

The objective is to score 3 points first. It is possible to get that done by having the correct guess of the secret number of the opponent. Each player, either Player 1 or Player 2, secretly picks a number between 1 and 50 on every turn. Then the opponent tries to guess the number. Each correct guess of the opponent gains 1 point. In case they guess incorrectly, then they lose one chance. Once they exhaust their chances, no points will be received for that round. Players take turns choosing a number and guessing. Each player has a chance to guess the number of the other players in each round.

## **2. Losing Rule**

In each round, each player will have 3 chances to guess the correct number. If one runs out of the chance and fails to guess it, then the other player gets 1 point for that round and the game continues in this way.

### **Step-by-step gameplay**

#### **Step 1: Launch the Game**

The game will prompt you to select an option: Type 1 and then Enter to launch the game.

Type 2 and then Enter to quit the game.

#### **Step 2: First Player's Turn (Player 1)**

The game asks Player 1 to guess a secret number between 1 and 50. The number is secret because the input is masked by asterisks. Enter your number and then Enter.

Player 1 will then be prompted, "Done? 1 Yes | 2 No". Enter 1 and enter to continue.

If 2, enter a new number.

#### **Step 3: Player 2's Guess (Player 2)** Player 2 will be asked to guess the number of Player 1.

Enter a number between 1 and 50 then Enter. The game will check whether the guess from Player 2 equals to the number of Player 1: If right, Player 2 gets 1 point, and the game proceeds to the next round. If wrong, Player 2 loses 1 chance. Player 2 has 3 chances to guess. For every wrong guess, Player 2 will be informed of how many chances are left. If Player 2 makes a wrong guess three times, no points are awarded.

#### **Step4: Roles Switch**

After Player 2 guesses (or used up all chances), roles switch. Player 2 inputs a hidden number that Player 1 must guess. Player 1 guesses the number from Player 2.

#### **Step5: Score and Rounds**

After each round, it shows the score: "Player 1: [points]/3 | Player 2: [points]/3" The game is played until either Player 1 or Player 2 gets 3 points.

#### **Step 6: Next Round or Game Over**

After each round, it asks: "Next Round? [1] Yes | [2] No". If you choose 1, the game continues to the next round in which the players swap their roles. If you choose 2, the game ends with a final winner.

#### **Step 7: Winning the Game**

The first player to collect 3 points wins the game. The winner is announced with a message like: "Congratulations Player 1! You are the winner!" Or "Congratulations Player 2! You are the winner!"

## Sample Gameplay

### Choose to Play:

- You enter 1.
- Player 1 inputs their number:

Player 1 enters 25 and hits Enter.

The game responds: "Done? [1] Yes | [2] No". Player 1 enters 1.

- **Player 2 guesses:**

Player 2 enters 20 and hits Enter. The guess is wrong.

Player 2 has 2 chances remaining.

Player 2 guesses 30 and it's wrong again. 1 chance remaining.

Player 2 guesses 25 and it is correct!

Player 2 gets 1 point.

- **Switch Roles:**

Now, Player 2 enters their number. Player 1 tries to guess it.

Continue until someone gets to 3 points.

- **Termination**

When one of the players reaches 3 points, that's how the game comes to an end. You have the option to quit or restart.



## 5.0 Scoring System

### Scoring Points:

- Each player takes turns being the "**Number Chooser**" and the "**Guesser**".
- Player 1's Round
  1. Player 1 secretly selects a number between 1 to 50 and enters it.
  2. Then player 2 will try to guess the number of players 1
  3. If player 2 guesses correctly then player 2 gets a point
  4. If player 2 guess incorrectly then player 2 loses an **attempt**
  5. Player 2 has 3 chances to guess the number of players 1
- Player 2's Round (same as the Player's 1 Round)

### Points Breakdown:

- Players earn **1 point per correct guess**.
- Players **lose 1 chance per incorrect guess**.
- If a player guesses incorrectly 3 times, they **don't earn any points** for that round.

### Race to 3 points:

- The game continues as players alternate turns.
- The first player to reach 3 points wins the game.
- For example, when Player 1 guesses right 3 times (and Player 2 guesses right twice), then Player 1 wins.

- **GAME EXAMPLE:**

- **Player 1's turn:**

1. Player 1 enters 25.
2. Player 2's guess:
3. Player 2 guesses 20. Incorrect. 2 chances left.
4. Player 2 guesses 30. Incorrect. 1 chance left.
5. Player 2 guesses 25. Correct! Player 2 earns 1 point

- **Round 2:**

- Player 2's turn:**

- 1. Player 2 enters 24

- Player 1's guess:**

- 2. Player 1 guesses 35. Incorrect. 2 chances left.
    3. Player 1 guesses 45. Incorrect. 1 chance left.
    4. Player 1 guesses 24. Correct! Player 1 earns 1 point.

**Scoreboard after Round 2:**

**Player 1: 1/ 3**

**Player 2: 1/ 3**

**VICTORY CONDITION:**

The first player to reach **3 points** wins the game! Thank you!