

## The Twist – Counteroffer

The “Twist” I implemented allows the player to make a counteroffer (`counterOffer()`) to the bank, which is not the usual of the Deal Or No Deal game. There are two situations that must occur in order to trigger this twist:

1. It can only occur at the end of a round when the banker is making an offer.
2. It can only occur after the throw of a six (6) sided die from the ‘`throwDiceGetNum()`’ function. If the die lands on 6 or 3, then the player will be allowed to make a counteroffer. This is not seen by the player or the game. Instead, it is calculated in the background.

After those two constraints are met, another three (3) sided die is thrown. If the player makes an offer  $\leq$  the  $(\text{bank Offer} + (\text{bank Offer} * x))$ , where  $x$  is either 5%, 10% or 15%, then the player takes home that amount of money and the game ends.

The player also has the option to decline the bank offer and continue playing the game as usual by entering -1.

**Notes:** It should be noted that I was about to implement other probability and arithmetic type questions that the player would have had to answer (the functions are still in the source code). However, I decided to keep it simple by just going with the twist of “counteroffer” since excess questions extended the game for longer than necessary.