

In this program we want to create a game similar to the dice game. We want each player to roll a pig and depending on which way the pig lands the player is awarded points. Once the player reaches 100 points then the game is over.

Here are the possibilities of the pig landing and the points awarded:

1. Side (2/7) + 0 points and ends current players turn
2. Razorback (1/7) +10 points
3. Trotter (1/7) + 10 points
4. Snouter (1/7) + 15 points
5. Jowler (2/7) + 5 points

We can initially create an array using typedef to initialize each of the positions:

```
typedef enum {SIDE, RAZORBACK, TROTTER .... }
const Position pig[7] = {
    SIDE,
    SIDE,
    RAZORBACK ....

}
```

We must account for the side twice since the player has a possibility of rolling a side twice.

```
scanf(number of players)
    If the number of players is not between 2 to 10
        set number of players = 2;
        set seed = 2021;
    if the number of players is between 2 to 10
        Use user input of players
        scanf(seed);
srand(seed)
```

Once we have the seed and the number of players we want to loop through the program and have each player roll the pig

```
for (infinite loop)
    if gameover == 1
        break;
    for i < players
        if gameover == 1
            Break;
        roll = TROTTER;
```

```

        while (pig[roll] == RAZORBACK or pig[roll] == TROTTER or pig[roll] ==
SNOUTER or pig[roll] == JOWLER)
            roll the pig using rand() % 7;
            if (pig[roll] == SIDE)
                Break;
            If (pig[roll] == RAZORBACK)
                score[i]+=10;
            if(pig[roll] = TROTTER)
                score[i]+=10;
            if(pig[roll]==SNOUTER)
                score[i]+=15;
            if(pig[roll]==JOWLER)
                score[i]+=5;
            if(score[i] >= 100)
                gameover = 1;
                Break;

```

In the for loops we set the gameover to 1 because once a player reaches 100 points we want to end the program. We initially want to set the roll to TROTTER or any other possibilities BUT side. We then enter the while loop asking for the user to roll the pig between the possibilities of 1-7. Depending on what they roll they increment their score. They keep rolling until they hit a SIDE in which their turn is over and goes to the next player. Once a player hits a score of 100 we set the gameover to 1 which then breaks out of both for loops.