Bob-it

LAB # 06

SECTION # 06

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Problem

Create a program that resembles the childhood game of Bob-it. Make the programs input work with a PS4 controller's buttons. If user press button to slow or incorrect button exit game and give score. Ask user if they want to play again.

Analysis

Creating this program in main() would be much easier but creating multiple functions with random integers will decrease the run time.

Design

Once the program is started there is 4 options for the rand function could choose corresponding to different button press displayed to the user. Each time the user gets one right it adds to a pointer. Once finished your score will be displayed.

Testing

Multiple issues occurred with rand function because of incorrect syntax

Comments

None

Screen Shots

```
$ ./ds4rd-2.exe -d 054c:09cc -D DS4_BT -t -b | ./lab06
Welcome to Bop-It! Press Triangle to play, or Circle to exit


You have 2500 milliseconds to respond!
Press the Square button!

Correct!


You have 2400 milliseconds to respond!
Press the Triangle button!

Correct!


You have 2300 milliseconds to respond!
Press the Circle button!

Correct!


You have 2200 milliseconds to respond!
Press the Square button!

Wrong Button! You lose!
You made it through 3 rounds

Thanks for playing!
```

```
Welcome to Bop-It! Press Triangle to play, or Circle to exit


You have 2500 milliseconds to respond!
Press the Triangle button!

Correct!


You have 2400 milliseconds to respond!
Press the Circle button!

Correct!


You have 2300 milliseconds to respond!
Press the Square button!

Correct!


You have 2200 milliseconds to respond!
Press the Triangle button!

Correct!


You have 2100 milliseconds to respond!
Press the Circle button!

Correct!


You have 2000 milliseconds to respond!
Press the Square button!

Correct!


You have 1900 milliseconds to respond!
Press the Triangle button!

Correct!
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```
You have 1800 milliseconds to respond!
Press the Circle button!

Correct!


You have 1700 milliseconds to respond!
Press the Square button!

Correct!


You have 1600 milliseconds to respond!
Press the Triangle button!

Correct!


You have 1500 milliseconds to respond!
Press the Circle button!

Correct!


You have 1400 milliseconds to respond!
Press the Circle button!

Correct!


You have 1300 milliseconds to respond!
Press the X button!

Correct!


You have 1200 milliseconds to respond!
Press the Triangle button!

Correct!


You have 1100 milliseconds to respond!
Press the Circle button!

Correct!
```

```
You have 1000 milliseconds to respond!
Press the X button!

Correct!


You have 900 milliseconds to respond!
Press the Triangle button!

Correct!


You have 800 milliseconds to respond!
Press the Circle button!

You ran out of time! You lose!
You made it through 17 rounds

Thanks for playing!
```