

REVISION
GAME IS
STRONG



REVISE



Programming Team Task #4



Program Requirements:

- The program should allow user to decide how many points to play to.
- The scoreboard should display the user's score and the CPU's score at the end of each play.
- Player or CPU Earns a bonus 2 points if they win 3 consecutive rounds.
- The program should end whenever the one of the players reaches a desired score.
- The program should implement the use of a FOR or WHILE Loops, and conditional statements.
- The game should be programmed with a restriction that doesn't allow the user or computer to choose the same option consecutively.

Programming Team Task #4:

Modify your team's RPSLSp Game.

The user can choose how many points they want to play to before the game begins (minimum: 7). The game should now display a scoreboard awarding 1 point to the player or the computer. Additionally, neither the user or the computer can make the same choice back to back.

Also, there is now a +2 points streak bonus for winning 3 rounds in a row.



Grading Rubric

Total Points → 70

Output statement introducing the program. Allows user to enter their name.

4

Players given option to choose the winning score

10

Player scores are updated and displayed each round

10

Player and CPU is restricted from choosing the same option consecutively

10

+2 points streak bonus implemented if user or CPU wins a 3 rounds consecutively

10

Efficient use of For/While Loops and Conditionals Implemented

6

Random module method() utilized in program.

4

Proper variable names used

4

n\ function is used to separate intro, input, output sections. Modify with different colors to show some contrast.

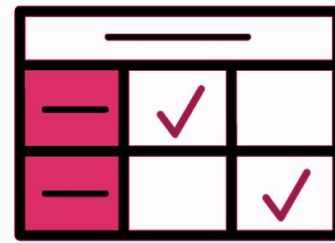
4

Code code comments used to describe different sections of code

4

Code cleanliness, organization, professionalism.

4



A+

