Hyperion Development

Task: Craps Game

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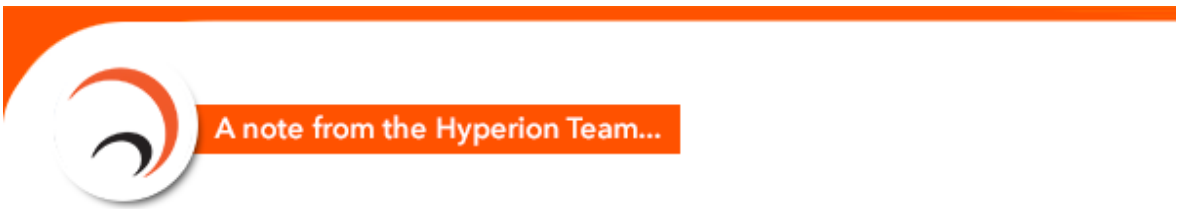
Introduction

Overview:

Ever watched a Las Vegas movie? The most common scene is that of a rich person throwing a pair of dice across a table surrounded by a crowd of cheering spectators hoping for a lucky 7. 'What happens in Vegas stays in Vegas', in this task we will put everything that you learnt from the previous tasks together to bring Las Vegas to you.

A very warm welcome to this task. Congratulations for getting this far - keep up the good work.

-The Hyperion Team



Instructions

- The generation of random numbers are very important in simulation programs and games, open up the CrapsGame.sln file in the folder CrapsGame and read the contents and make sure that you are comfortable with generating random numbers.

- You may run the project to see the output. The instructions on how to do this are inside the file. Feel free to write and run your own example code before doing the tasks to become more comfortable with C#.

- Instructions on how to complete your compulsory tasks are below.

Compulsory Task 1

Follow these steps:

NOTE: Make a copy of this folder on your computer. Submit the required files when you are done.

Create a new Project called ***craps*** in your ***Task*** folder:

1. Your program must take in the user's bet and then simulate the first roll (this is called the 'come out' roll).

2. A simulated roll must be in the range of 2 to 12 (the possibilities of rolling the dice).

3. If the 'come out' roll is 7 or 11 then the player automatically wins and the initial bet is tripled and a message must be displayed to the user saying how much he/she has won.

4. 'Come out' rolls of 2, 3 or 12 are called 'craps' and the shooter loses the amount initially bet. If the 'come out' roll is a 'crap' then a message saying how much the player has lost should be displayed on the screen.

5. If the 'come out' roll is any of the other possibilities i.e. 4, 5, 6, 8, 9, 10 then that number becomes the 'POINT'.

6. Once the ‘point’ has been established, the shooter has to roll that value again before he rolls a 7. If he rolls that value before rolling a 7 then he wins and his bet is doubled, however if he rolls a 7 before rolling the ‘point’ value he loses the amount initially bet.

7. For each simulation of the dice roll output a star '*' to represent the values on each respective dice, for example suppose that the 10th dice roll was 4 and 6 then the program should display:

   Roll 10: 4 6
   ****
   ******

Remember that this is a game and that it must look as user friendly as possible in order to be used effectively.

Still need help?

Just write your queries in your comments.txt file and your tutor will respond. Alternatively you can email us on help@hyperiondev.com.

Task Statistics

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