



MINI PROJECT DOCUMENTATION

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PROJECT NAME - ARCADE

TEAM MEMBER -

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ABSTRACT OF THE PROJECT:-

This project is made with keeping in mind the increasing rate of stress levels in people. Nowadays people especially due to covid and a lot of self-isolation, are losing hope and are losing the spirit of fighting, and the enjoyment of winning.

So here we tried to again give them hope and gave them little enjoyment. So made arcade, a programme which consists of different games like tic-tac-toe, mindreader, guess the number etc. All this can be played in a single programme, where users can get a token which they can use in playing the game and if they win the game they are also rewarded with the same token.

At this stage Arcade consists of 5 games,

1. Tic-tac-toe:-

the Players can play this game with the computer by choosing a character. The entry fee for this game is 100 tokens and win the ning token amount is 200.

2. Mindreader:-

In this game, players require 100 tokens and are given back 200 if the computer is wrong/ in reading the mind of the user.

3. Guess the colour:-

It is a guessing game where the player has to guess the colour same as the computer, contains different levels and each level has a different reward amount.

4. Guess the number:-

Similar to the above here the user has to guess numbers same as the computer, and if they are the same the user is

rewarded with token-based on a level he/she is playing

5. Toss the coin:-

It tosses a coin and the user can have fun by guessing it no token is rewarded in this, it's for pleasure only.

The token system is here to control the number of tokens used and about all the reward and paid to play.

The file system is also in play where all the user names, token initially and final token count are printed in a file on the hard drive.

TOPICS OF SDF-1 USED:

1. Different types of **variables** are used in the whole programme.
2. **Operators** are used in giving the programme a token system.
3. **Control flow** is used to build logic in games and choose between different games.
4. The **array** is used in the making of tic-tac-toe.
5. All the tricks and games are in different **functions**.
6. The user name and initial token are input in form of **structure**.
7. **Pointers and dynamic memory** are used in the making of toss the coin.
8. **File handling** is used in keeping the records of the programme.

DESIGN OF THE PROJECT:-

The project starts with a centred arcade heading and some details after it asks the user their name and token count.

Then if the token count is less than 100 then it terminates the programme and asks the user to recharge it. If more than 100 it starts the programme where they are asked which game they want to play and they can choose anyone if they enter the wrong option they are again given the option to choose again.

After choosing a game they can play that game and earn a token,

After each round of the game, they are asked to enter 1 to continue with the game or they can enter any other key to come out of the game and they are shown their remaining token count. If they enter 1 to play, then firstly they are checked as they have 100 tokens or more to restart the game.

About file handling in the game:

The programme starts and a file is opened or created in the relative position of the .c file and it is opened in 'a' mode.

After starting the user name and initial token are entered in the file and after playing the remaining token are also printed to complete the record taking and finally, the file is closed in the programme.

REFERENCES:

1. Udemy
2. Coursera
3. Geek for geeks

4. Different sites on the internet.

THANK YOU.....