

Project 2

CSC-5

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Introduction:

Title: Game of Life

The Game of Life is a program that emulates the physical board game of the Game of Life. The game is played where the player is first given the choice of either going to college as this option can give the player the ability to choose from a wide variety of jobs (6 with college and 3 without college). Afterwards, the player is given the ability to spin a virtual wheel where it can spin between 1 and 3. Upon the spin, the player will move the chosen amount of spins where they will encounter several scenarios that will affect the players income until they reach space 30. Once they reach space 30 the program will total up all the different scenarios that the player had come across. Finally, an end game screen will appear detailing the final score for the player to view and afterwards the game will end.

Summary:

Lines: Up to about 400 lines

As I said in my previous write up, my intention for this version was to add arrays in order to account for missing content such as the life tokens to give the game a little bit of variety. But besides that, this version is still fairly similar to the version 1 as there was not much to change or add with some of the check list.

Major Variables:

Game: boolean operator that controlled if the game would loop or not

Play: boolean operator that determined if the user wanted to play or not

Money: float variable that counted the amount of money throughout the game

Spin: srand operator that randomized between 1 and 3

Job: boolean operator that gave a job to the user

PayDay: int variable that maintained the user's pay rate throughout the game

Dummy: string variable that worked as a means to emulate "Press any button to continue"

LifeC: Vector Array used to account for the life tokens