# Hero 2 Program

We join our intrepid hero stuck on a series of floating platforms! (eleven to be exact) These diabolical supports are set to randomly drop, sending our hero into a pit of hungry crocodiles! To prevent this, the hero must make a decision before each drop: Move left, move right, or remain in place. Every ten rounds, a platform is permanently removed, making it harder to survive! How long will our hero last? Can he make it to the final platform and safety? Only time will tell!!!

# Notes

The eleven platforms will be modeled (by you) using a doubly linked list. The user will be able to enter left, right, or stay, and the hero will perform the command. The game will then choose a random platform to drop, and the hero will either fall to his doom, or survive another round. The platform then raises again, and the user must choose again. BE SURE TO ADD PAUSES SO THAT YOUR SURPERIOR ANIMATION CAN BE APPRECIATED! Every ten rounds, a mode is deleted from the list. (any node that doesn’t have the hero on it.) If the user asks to go left when already at the extreme left, or right when at the extreme right, it should just respond as if the user chose to stay put. If the hero survives to the last platform, he wins! If he dies, the number of moves should be displayed on the screen, and any high score should be saved to a file for future reference. As always, the program should loop until the user wants to quit. The program must be printed out and turned in with this paper attached. (OTHER SIDE UP)

Hero 2 Program Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| Criteria | Points Possible | Points Earned |
| Reads the file correctly | 5 |  |
| Writes to the file correctly | 5 |  |
| Error checks file opening correctly | 5 |  |
| Loops when completed to ask if user wants to go again | 5 |  |
| Game works as expected | 45 |  |
| Game has interesting animation | 15 |  |
| Garbage is cleaned up | 15 |  |
| Commented | 5 |  |
| Late | -5 points per day late |  |
| Total: | 100 |  |