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Create the game of Gwent

System Libraries  
iostream  
cstdlib  
ctime  
iomanip  
fstream  
string  
cmath

Global Constants  
None

Function Prototypes  
int coinToss(void);  
char suit(char);  
char face(char);

Main

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//Setting the Random Number Seed  
srand(static\_cast<unsigned int>(time(0)));

//Declare and Initialize variables  
char choice; //Menu  
ifstream inFile;//Read in the .dat file  
string read; //For read in .dat file  
int cCall; //Coin Toss Call  
int randNum=0; //If/else coin toss  
int power=pow(1,1);//Power function for Project requirement  
string hOrT=""; //Heads or Tails output  
const int SIZE=2;//Array Size  
char unit1,unit2,unit3,unit4,unit5,unit6,unit7,unit8,unit9,unit0;//Units  
unsigned int attck1=0,attck2=0,attck3=0,attck4=0,attck5=0,attck6=0,  
attck7=0,attck8=0,attck9=0,attck0=0;//Attack power  
unsigned int oppRnd1=rand()%9+1,oppRnd2=rand()%9+1,oppRnd3=rand()%9+1,  
oppRnd4=rand()%9+1,oppRnd5=rand()%9+1,oppRnd6=rand()%9+1,  
oppRnd7=rand()%9+1,oppRnd8=rand()%9+1,oppRnd9=rand()%9+1,  
oppRnd0=rand()%9+1;//Random Card for opponent [1,9]  
unsigned int sumP,sumO;//Sum of Player and Sum of Opponent's score

Output title  
"Gwent:The Witcher Card Game"

Menu  
cout<<"Please Select an Option"<<endl;  
cout<<"Enter '1' to Begin the Game"<<endl;  
cout<<"Enter '2' to View Rules"<<endl;  
cout<<"Enter '3' to know what is currently available in this version "  
<<"of the game, and what is to come in the future."<<endl;  
cout<<"Type any other character to exit"<<endl;  
cin>>choice;

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