Source .cpp

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course: CSC215

assignment: Final

This an Interactive game including a maze game

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//libraries included

#include<iostream>

#include<string>

#include <windows.h>

#include "round1.h"

#include "gift.h"

using namespace std;

//function to add color text

void textColor(int colorChange) {

SetConsoleTextAttribute(GetStdHandle(STD\_OUTPUT\_HANDLE), colorChange);

}

void mazeGame() {

cout << "You have to count the steps Ciniya need to walk home. " << endl;

cout << "You can move her by l=left, r= right, u=up d=down.\n";

cout << "followed by the 3 of steps.\n";

cout << "Example l1 (for left 1 step)\n\n ";

cout << "Hint count the # symbol to get the answer.\n\n";

};

// maze

void maze()

{

cout << "\t\t\t" << "###########" << endl;

cout << "\t\t\t" << "\* ## ##" << endl;

cout << "\t\t\t" << "## ## ## ##" << endl;

cout << "\t\t\t" << "## ## ## ##" << endl;

cout << "\t\t\t" << "## ## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "## ##" << endl;

cout << "\t\t\t" << "## ########" << endl;

cout << "\t\t\t" << "## ########" << endl;

}

// answer key to maze

void maze1()

{

cout << "\t\t\t" << "###########" << endl;

cout << "\t\t\t" << "\*- ## ##" << endl;

cout << "\t\t\t" << "## ## ## ##" << endl;

cout << "\t\t\t" << "## ## ## ##" << endl;

cout << "\t\t\t" << "## ## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "## ##" << endl;

cout << "\t\t\t" << "## ########" << endl;

cout << "\t\t\t" << "## ########" << endl;

// answer key to maze

}void maze2()

{

cout << "\t\t\t" << "##############" << endl;

cout << "\t\t\t" << "\*-- ## ##" << endl;

cout << "\t\t\t" << "## l ## ## ##" << endl;

cout << "\t\t\t" << "## l ## ## ##" << endl;

cout << "\t\t\t" << "## l ## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "## ##" << endl;

cout << "\t\t\t" << "## ###########" << endl;

cout << "\t\t\t" << "## ###########" << endl;

}

// answer key to maze

void maze3()

{

cout << "\t\t\t" << "##############" << endl;

cout << "\t\t\t" << "\*-- ## ##" << endl;

cout << "\t\t\t" << "## l ## ## ##" << endl;

cout << "\t\t\t" << "## l ## ## ##" << endl;

cout << "\t\t\t" << "## l ## ##" << endl;

cout << "\t\t\t" << "###----- ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "## ##" << endl;

cout << "\t\t\t" << "## ###########" << endl;

cout << "\t\t\t" << "## ###########" << endl;

}

// answer key to maze

void maze4()

{

cout << "\t\t\t" << "##############" << endl;

cout << "\t\t\t" << "\*-- ## -- ##" << endl;

cout << "\t\t\t" << "## l ## l## ##" << endl;

cout << "\t\t\t" << "## l ## l## ##" << endl;

cout << "\t\t\t" << "## l ## l ##" << endl;

cout << "\t\t\t" << "###----- ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "######## ##" << endl;

cout << "\t\t\t" << "## ##" << endl;

cout << "\t\t\t" << "## ###########" << endl;

cout << "\t\t\t" << "## ###########" << endl;

}

// answer key to maze

void maze5()

{

cout << "\t\t\t" << "#################" << endl;

cout << "\t\t\t" << "\*-- ## ----- ##" << endl;

cout << "\t\t\t" << "## l ## l ## l ##" << endl;

cout << "\t\t\t" << "## l ## l ## l ##" << endl;

cout << "\t\t\t" << "## l ## l l ##" << endl;

cout << "\t\t\t" << "###----- l ##" << endl;

cout << "\t\t\t" << "########x l ##" << endl;

cout << "\t\t\t" << "########x l ##" << endl;

cout << "\t\t\t" << "##x l ##" << endl;

cout << "\t\t\t" << "#############l ##" << endl;

cout << "\t\t\t" << "#############l ##" << endl;

cout << " HOME" << endl;

}

int main()

{//declaring my variables

string usr;

string usr1;

string ciniya = "Ciniya:";

string katie = "Katie:";

string jr = "Jr.:";

string uno = "Uno:";

string neisha = "Neisha";

int a = 1;

int \*p = &a;

double b = 7.50;

textColor(3);

cout << "\t Ciniya" << endl;

cout << "This game is about 10 yr old girl name Ciniya." << endl;

cout << "You will asset Ciniya with getting her mother a birthday gift.\n\n";

textColor(15);

cout << "\t Please enter your name?" << endl;

textColor(14);

cout << "\t";

cin >> usr;// username

textColor(3);

cout << " Hi ";

textColor(14);

cout << "";

cout << usr;

textColor(3);

cout << " Choose your chartacter...\n";

string char\_list[] = { "Katie","katie","Uno","uno"};// list of the characters

cout << "Katie, Uno\n";

textColor(14);

cout << "";

cin >> usr;

//user choice of characters

if (usr == char\_list[0]||usr==char\_list[1])//character Katie

{//chararters statement to each other

textColor(3);

cout << " You picked Katie. Katie is 5 yrs old and Ciniya is her big sister.\n\n\n";

cout << " Ciniya is in her room.\n\n";

cout << " Knock knock" << " Who's is it said Ciniya..." << " The door opens and it's Katie.\n";

textColor(14);

cout<<" "<<katie << "\n";

textColor(3);

katie\_statement();

textColor(14);

cout << " " <<ciniya<<"\n";

textColor(3);

cinyia\_statement();

cout << " ";

textColor(14);

cout << " " << katie << "\n";

textColor(3);

katie\_statement1();

textColor(14);

cout << " " << ciniya << "\n";

textColor(3);

cout << " " << "Get out!\n";

textColor(14);

cout << " " << katie << "\n";

textColor(3);

katie1\_statement3();

textColor(14);

cout << " " << ciniya << "\n";

textColor(3);;

ciniya\_statement1();

textColor(14);

cout << " " << katie << "\n";

textColor(3);

katie\_statement2();

textColor(14);

cout << " " << ciniya << "\n";

textColor(3);

ciniya\_statement2();

}

//character statement continue

if (usr == char\_list[2] || usr == char\_list[3])//character Uno

{

textColor(3);

cout << " " << "You picked Uno. Uno is 18yr and Ciniya oldest brother.\n\n";

textColor(14);

cout << uno << "\n";

textColor(3);

uno\_statement();

textColor(14);

cout << " " <<ciniya;

textColor(3);

ciniya\_statement1();

textColor(14);

cout << " " <<uno;

textColor(3);

cout << " " << "Go, wash the dishes before I tell moma.\n";

textColor(14);

cout<<ciniya;

textColor(3);

cout << " " << "Ok, here I come...\n\n";

}

cout << "\n";

//Character talking

textColor(14);

cout << " " << "Cinya:" << endl;

textColor(3);

cout << " " << "Let me count how money I have..." << endl;

//for loop of Ciniya counting her money

for (int bank = a; bank <= b; bank++) {

cout << "\t\t" << bank<<",";

}

// characters statement continue

textColor(15);

cout << " " << "... dollars. Oh no! I don't have enough money to buy a gift\n";

textColor(3);

cout << "Uno can I have $50 to buy moma a birthday gift?\n\n";

textColor(15);

cout << " " << "Before Uno could answer Ciniya, Jr. Ciniya 3 yr old brother walks in her room.\n";

textColor(14);

cout << " " << jr;

cout << " " << " I have some money Ciniya.\n";

textColor(14);

cout << " " << ciniya;

textColor(15);

cout << " " << "LOL\n";

textColor(3);

cout << " " << "She glabs Jr hand and walked out her room. What is this!\n\n";

textColor(14);

cout << " " << jr;

cout << " " << " My World!\n";

textColor(15);

cout << " " << "Ciniya turn to walk back her room but there is no door! She in the woods and her house is across the forest." << endl;

textColor(15);

mazeGame();

textColor(15);

maze1();

textColor(14);

cin >> usr;

textColor(15);

maze2();

textColor(14);

cin >> usr;

textColor(15);

maze3();

textColor(14);

cin >> usr;

textColor(15);

maze4();

textColor(14);

cin >> usr;

textColor(15);

maze5();

//character ending statements

textColor(14);

cout << uno;

textColor(3);

cout << " " << "Ciniya get up and wash the dishes now\n\n";

textColor(15);

neisha;

cout << " " << "Neisha walks in the door\n";

textColor(14);

neisha;

textColor(3);

cout << " " << "Let go by moma her birthday gift. I told I would be her after work.\n\n";

textColor(14);

cout << " " << ciniya;

textColor(3);

cout << " " << " I only have 7 dollars.\n\n";

textColor(14);

neisha;

textColor(3);

cout << " " << "That is ok! We are going to 5 Below. You have enough money.\n\n";

class gift;

textColor(14);

ciniya;

textColor(3);

cout << " " << "Thank you Neisha she will love this.\n";

textColor(3);

cout << ""<< "Ciniya thought to herself. What a crazy dream.\n\n";

cout << "thank you for playing\n";

return 0;

}

Round1.cpp

#include "round1.h"

#include <iostream>

#include <string>

using namespace std;

void katie\_statement() {

cout << "Hi Ciniya what are you doing? Can I play on your tablet?\n";

}

void jr\_statement() {

}

void uno\_statement() {

cout << "Ciniya, CINIYA, C-i-n-i-y-a.\n";

cout << "IT YOUR TIME TO WASH THE DISHES. They NEED TO BE DONE BEFORE DAD GETS HOME FROM WORK!\n";

cout << "Are you listening to me?\n\n";

}

void cinyia\_statement() {

cout << "What Katie? No! I am using my tablet right now.\n";

cout << "Get out of my room!\n\n";

}

void katie\_statement1() {

cout << "What are you looking at? \n\n";

}

void ciniya\_statement1() {

cout << "Be quit!!! I am looking up some ideas for my birthday. \n\n";

}

void katie\_statement2() {

cout << "Can I help.\n";

}

void ciniya\_statement2() {

cout << "As long if don't touch anything.\n \n";

}

void katie1\_statement3() {

cout<<"Moma, Ciniya not sharing! She is being mean.\n\n";

­­­­­­­­­­

}

Round1.h

#pragma once

#ifndef ROUND1

#define ROUND1

//characters statement function

void katie\_statement();

void katie\_statement1();

void katie\_statement2();

void katie1\_statement3();

void uno\_statement();

void cinyia\_statement();

void ciniya\_statement1();

void ciniya\_statement2();

#endif

Gift.h

#pragma once

#include <iostream>

using namespace std;

// gift for moma

#include "gift.h"

class gift

{

public:

gift(char a) {

this->money = a;

cout << "4 Set Coasters\n";

}

private:

char money};

Text

Description automatically generated

Text

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A picture containing graphical user interface

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