# Programming Project / C++ -- Game: Who Wants to Be a Millionaire

Student 1: Marko Bele  
Student 2: Albert Adrian Popa

## Task Description

Student 1 is responsible for the main UI:  
- loading the questions and the answers (*function loadQuestions*)  
- clearing the terminal (*clearScreen*)   
- the direct choices made by the user (through *function startGame*)

Student 2 is responsible for statistics and file management:  
- displaying the leaderboard (via *function* *displayLeaderboard*)  
- viewing the game history (*function viewGameHistory*)  
- saving the score (*function saveScore*)

## Data Structures used by the Team

­The following classes will be used:  
  
- Question: char question[256], char answers[answers\_nr][100], int correct\_index;  
- Player: name[name\_length], float score;

where   
answers\_nr is defined as #define answers\_nr 4  
name\_length is defined as #define name\_length 50

## File Structure

The following file will be used:

‘score.txt’ – a file in which the score and name will be stored  
<name\_1> <score\_1>  
<name\_2> <score\_2>  
…  
  
‘question.txt’ – a file in which the questions and answers will be stored  
<question\_1> <answer\_1.1> <answer\_1.2> …  
<question\_2> …  
…

## Interacting with Executables

Application 1 will offer the following options:

./app\_1.exe startGame  
To begin the game – can you become a millionaire?

./app\_1.exe clearScreen  
To clear the screen  
  
./app\_1.exe loadQuestions  
To print all the questions and their corresponding answers

Application 2 will offer the following options:

./app\_2.exe displayLeaderboard  
To take the score.txt and generate the leaderboard  
  
./app\_2.exe viewGameHistory  
Through this function, you can choose a name and show the game history for the corresponding player

./app\_2.exe saveScore  
You can save the score after playing the game