**Final Project**

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**Structure:**

* A Movie Trivia game that displays clues and prompts user to enter answers
* Two guesses per clue and scores are given accordingly
* Uses a Clue class to store clues along with answers as members
* Appropriate methods to get clue, display clue, get answer and display, etc
* Uses a player class to instantiate player objects
* Each player has a name, a list of guesses(vector), and score
* Appropriate methods in Player class are used to update score, get or set name, get answer, display members, etc.
* A function to convert strings to all lowercase letters so answer can be compared to stored answer without the comparison being case sensitive
* Functions to perform player’s turns
* Function to end the game and display final statistics and winners
* Clues and answers read from a file and saved in a dynamic memory block(array) of Clues
* Get clues function to generate and return the pointer to the dynamic memory block
* Pointers used and updated to access the memory block locations
* Random number generation to randomly pick and clue from the array

**Instructions:**

* Two players
* Each enter their name
* One clue (randomly generated) for each player one by one
* Each player has two guesses
* If guessed correctly on first try – 10 points
* If guessed correctly on second try – 5 points
* If guessed incorrectly both times- 0 points
* Players can play up to 16 rounds
* At end of each round, players have a choice to continue or stop the game there and then
* At the end of game – final statistics for each player displayed and winner announced