Let's Play

BINGO!

CODE, GAMEPLAY

TRADITIONAL BINGO

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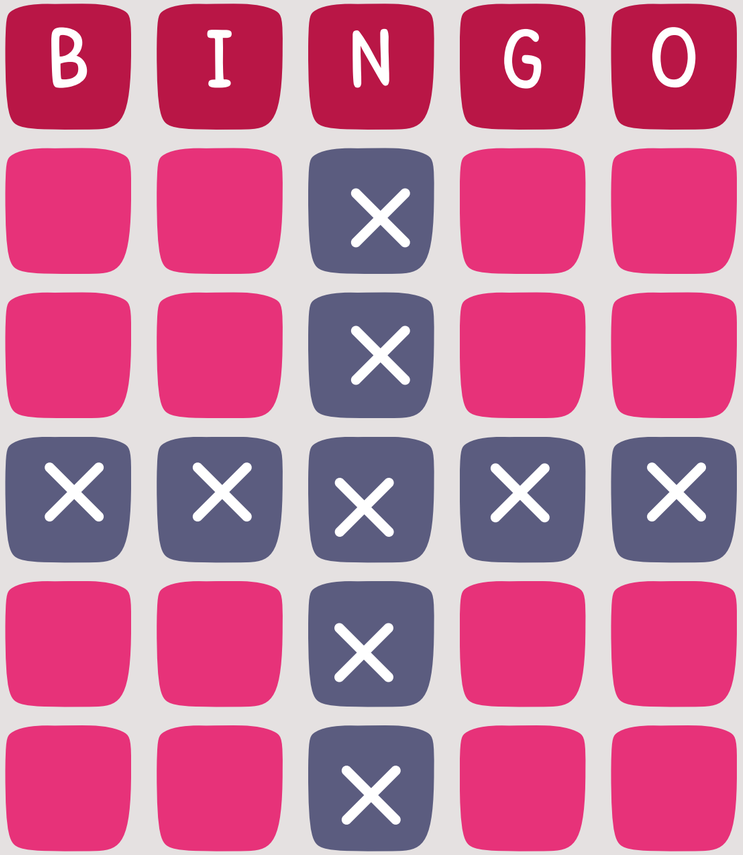
1. There can be as many players as possible in a round.
2. Players receive cards with a 5x5 grid, typically with numbers in the columns marked B, I, N, G, O.
3. Players should make their own bingo cards.
4. A caller randomly selects and announces numbers.
   Players mark the numbers on their card as they are called out.
5. The bingo caller will decide the winning pattern in a round. It could be five in a row, four in a row, or any

DIGITAL BINGO

DIGITAL BINGO

1. TWO-PLAYER GAME
2. OFFERS PLAYER VS PLAYER OR PLAYER VS COMPUTER OPTIONS.
3. ANSI COLOR CODES HIGHLIGHT NUMBERS FOR BETTER VISUAL APPEAL
4. ENGAGES PLAYERS WITH DYNAMIC PROMPTS LIKE 'VICTORY IN SIGHT'



RULES!

- A number between 1 and 25 is drawn randomly in each turn.
- Players mark the drawn number on their card by replacing it with an "X".
- The objective of the game is to be the first player to complete 3 Bingos on your Bingo card.

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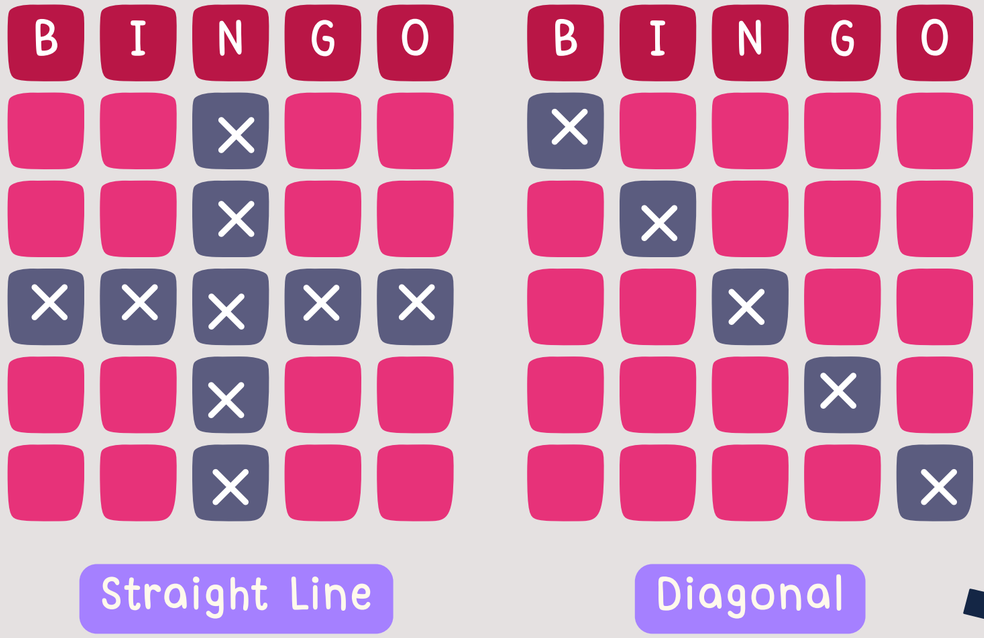
- A number between 1 and 25 is drawn randomly in each turn.
- Players mark the drawn number on their card by replacing it with an "X".
- The objective of the game is to be the first player to complete 3 Bingos on your Bingo card.

Form any five-in-a-row pattern.
It can be diagonal, straight line across,
or straight line down.



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Saadia's Card:
 B        I        N        G        O
17       4        5        14       11
21       3        22       8        2
7        1        19       24       13
25       23       18       15       9
20       X        10       12       16
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Fatima's Card:
 B        I        N        G        O
5        8        24       14       2
19       17       25       X        20
22       15       9        10       23
16       18       3        4        7
13       1        12       11       21
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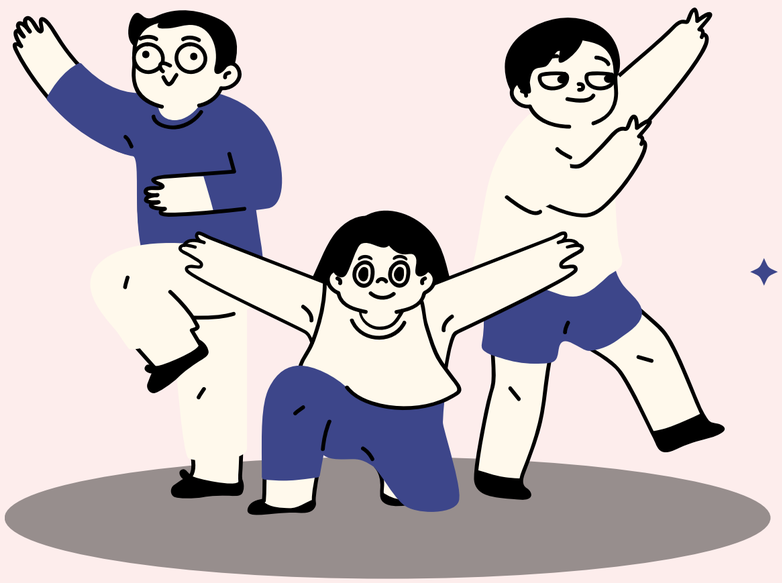
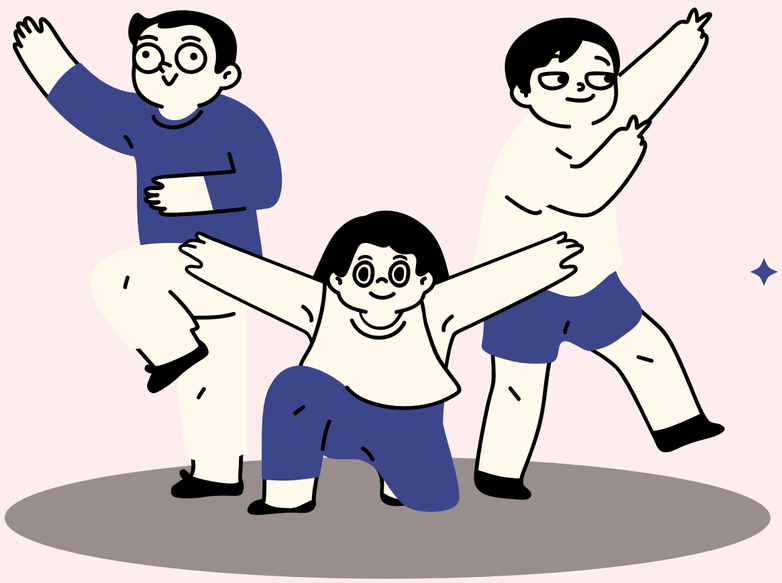
Saadia's Card:
 B        I        N        G        O
5        1        12       15       21
7        14       22       18       16
24       11       17       2        6
13       19       20       3        4
X        23       9        10       25
--------------------------
Computer's Card:
 B        I        N        G        O
X        12       10       25       7
5        11       19       13       1
6        2        9        15       24
17       18       21       4        20
14       22       16       23       3
--------------------------
```

CODE STRUCTURE OVERVIEW



1. generateRandomNumber(min, max)
2. createBingoCard()
3. drawNumberAndMark(player1Card, player2Card, number)

CODE STRUCTURE OVERVIEW



4. countBingos(card)

5. displayCard(card, color)

6. printPrompt(prompt)

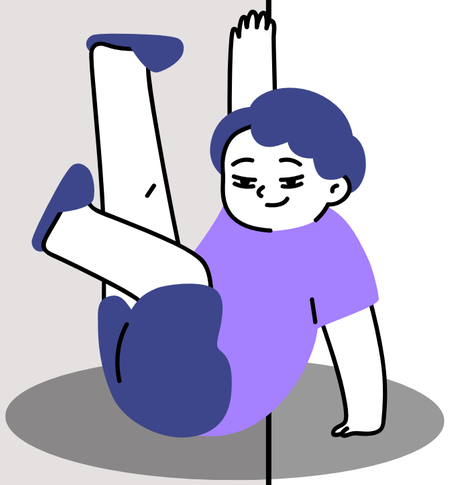
B	I	N	G	O
-	-	-	-	-
-	-	-	-	-
-	-		-	-
-	-	-	-	-
-	-	-	-	-

FUTURE FEATURES

- Dynamic Bingo board sizes (e.g., 3x3, 7x7).
- Multiplayer support for more than two players.
- SFML Graphics

Now Play the Game

See you next time!



CREDITS

CS PROJECT

(BINGO GAME)

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THANKS

See you next time!