

## Requirements:

-FUN-INPUT: Kopanskaboonify will take in an integer input.

-FUN-OUTPUT: Kopanskaboonify will tell the user whether their number was correct or incorrect based on the kopanskaboonify equation. If the result is 0, output "Incorrect." Otherwise output "Correct."

-FUN-EQUATION: The Kopanskaboonify equation will take the numerical input and multiply it by two. It will then add a random integer between 10 and 129. If the result so far is positive, take the square root and round the result down to the nearest whole number. However, if the result so far is negative, multiply it by -1 and then take the square root and round down to the nearest whole number. Finally mod the calculated total by 2.

-FUN-CONTINUE: Kopanskaboonify will continue asking for input until the user has guessed correctly 5 times in a row or if they have guessed incorrectly 3 times in a row.

-FUN-NOTIFY: When Kopanskaboonify quits, it will notify the user how many incorrect guesses were made, how many correct guesses were made and whether they won or lost.

-FUN-WIN-LOSE: Winning or losing will be decided randomly if the program quits as a result of normal gameplay.

-FUN-MESSAGE: Kopanskaboonify will output the goal and rules of the game every time the program starts. The message is as follows: "The goal of Kopanskaboonify is to figure out which numbers are correct and which numbers are incorrect. Enter whole numbers until you win."