

Playoff Soccer

The original Playoff Soccer game was a board game where players would take turns rolling dice and moving their pieces according to the roll of the dice on a wooden board meant to resemble a soccer field. Since players had no input besides the roll of the dice what would be the result if this game of chance were automated? The result is before you.

You only need one key to play, the enter key. Players take turns pressing it on their turn. Optionally you can rewrite `hitenter()` so that it automatically advances and you'll have a game that truly plays itself.

After playing this game don't be surprised if you look at games you played as a child like chutes and ladders differently.

Playoff Soccer is by Alan Monroe.

```
/* playoffsoccer.c listing begins: */
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

int chunk = RAND_MAX / 6;

int hitenter() {
    int ch = 0;
    while((ch = getc(stdin)) != EOF && ch != '\n') continue;
    return EOF == ch;
}

int passball() {
    int roll;
    roll = 1 + rand()/chunk;
    switch (roll) {
        case 1:
            printf("It's a pass to striker left, \n");
            return 2;
        case 2:
            printf("A pass to the right striker, \n");
            return 2;
        case 3:
            printf("A quick pass to midfield left, \n");
            return 1;
        case 4:
            printf("Over to the right midfielder, \n");
            return 1;
        case 5:
            printf("It's a header on goal... \n");
            return 2;
        case 6:
            printf("Ball stolen!");
            return -1;
    }
}

int shotball() {
    int roll;
    roll = 1 + rand()/chunk;
    switch (roll) {
        case 1:
            printf("and GOOOOOOAL!!!!\n");
            return -11;
        case 2:
            printf("The shot's caught; the goalie boots it back with a clear kick.\n");
            return -3;
        case 3:
            printf("The shot was just wide. Play restarts with a goal kick.\n");
            return -3;
        case 4:
            printf("It's up, on target... ooh, too high. The goalie punts it out.\n");
            return -3;
        case 5:
            printf("Shot blocked! Play resumes with a corner kick right.\n");
            return 3;
        case 6:
            printf("Blocked by a defender! Restarting from corner kick left.\n");
            return 3;
    }
}
```

/* Listing continued on next page...*/

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```
int kickball() {
    int roll;
    roll = 1 + rand()/chunk;
    switch (roll) {
        case 1:
            printf("Passed to midfield right.\n");
            return 1;
        case 2:
            printf( "Narrowly passed to midfield left.\n");
            return 1;
        case 3:
            printf( "An easy pass to the fullback.\n");
            return 1;
        case 4:
            printf( "It's a long pass to the left striker!\n");
            return 2;
        case 5:
            printf( "Ball stolen!\n");
            return -1;
        case 6:
            printf( "Foul! Offense is awarded a free kick,\n");
            return 2;
    }
}

int main() {
    printf("\n\nFIVE POINT SOCCER\n=====\n");
    printf("First team to five points wins!\n\n(Press enter to begin)");
    hitenter();
    srand (time(NULL));
    int score[2] = {0,0};
    int team = 0;
    int nextmove = 1;
    printf("\n\n%s Team:\n", (team==0)?"Home":"Away" );
    do {
        if (nextmove < 0) printf("\n\n%s Team:\n", (team==0)?"Home":"Away" );
        switch ( abs(nextmove) ) {
            case 1:
                nextmove = passball();
                break;
            case 2:
                nextmove = shotball();
                break;
            case 3:
                nextmove = kickball();
                break;
        }
        if (nextmove < 0) {
            if (nextmove == -11) {
                score[team]++;
                nextmove = -1;
            }
            printf("\nScore - Home: %d, Away: %d\n", score[0], score[1]);
            printf("%s player, press enter)", (team==0)?"Home":"Away" );
            hitenter();
            team = (team + 1) % 2;
        }
    } while (score[0]<5 && score[1]<5);

    printf("\n\nTHE %s TEAM ARE THE CHAMPIONS!!\n\n\n(Press enter to exit)"
        , (score[0] > score[1])?"HOME":"AWAY" );
    hitenter();
    return 0;
}
```