Hurkle

A hurkle is one of a family of imaginary creatures. That family includes mugwumps, bogas, schmoos, and the dreaded wumpus. What a hurkle looks like, why they are hunted, and what one does with the hurkle when it is found is left to the player. However it seems apparent that the Hurkle can fly, and so can the player, as this game utilized 3 dimensions with ease.

Like other guessing games, after each guess in hurkle you will be given hints that you can use to refine your next guess. The twist in hurkle is that you need to keep track of 3 dimensions at once. Since this program doesn't have much in the way of graphical output it requires a keen sense of visualization. Like other guessing games the best strategy is divide to win.

Hurkle was written by Joseph Larson inspired by a BASIC game written by Doug Albrecht as found in 'BASIC Computer Games' edited by David H. Ahl ©

HURKLE.EXE

```
A hurkle is a cute little creature, that in this game
can fly. The hurkle is hiding in a region 10 x 10 x
10. After every guess your special hurkle locator will
tell you which way you need to go. Keep in mind that
1,1,1 is the lowest northwest corner. Input your move
by typing the x then y then z coordinate separated by
commas like "1,2,3"

The hurkle is ready.
Where do you want to look? (X,Y,Z) : 5,5,5
The hurkle is northeast and down
Where do you want to look? (X,Y,Z) : 7,3,3
The hurkle is southwest
Where do you want to look? (X,Y,Z) : 6,4,3
The hurkle is HERE!
You found the hurkle!
```

HURKLE.C	You will need: a C/C++ complier .

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <ctype.h>

#define MG 10
#define SIZE 10

int main (void) {
  int hx, hy, hz, x, y, z, c;
  char yesno;

  printf ("Hurkle Hunt in 3D\n\n"
  "A hurkle is a cute little creature, that in this game can fly. The hurkle\n"
  "is hiding in a region %d x %d x %d. After every guess your special hurkle\n"
  "locator will tell you which way you need to go. Keep in mind that 1,1,1 is\n"
  "the lowest northwest corner.\n", SIZE, SIZE, SIZE);
  printf ("Input your move by typing the x then y then z coordinate seperated\n"
  "by commas like \"1,2,3\"\n\n");
  srand (time (NULL));
  do {
    hx = rand () % 10 +1;
    hy = rand () % 10 +1;
    hz = rand () % 10 +1;
    printf ("The hurkle is ready.");
    for (c = 1; c <= MG && !(x == hx && y == hy && z == hz); c++) {
      printf ("\nWhere do you want to look? (X,Y,Z) : ");
      scanf ("%d %*c %d %*c %d", &x, &y, &z);
      printf ("The hurkle is ");
      if (y < hy) printf ("south");
      if (y > hy) printf ("north");
      if (x < hx) printf ("east");
      if (x > hx) printf ("west");
      if ((x != hx || y != hy) && z != hz) printf (" and ");
      if (z < hz) printf ("up");
      if (z > hz) printf ("down");
    }
    if (c <= MG) printf ("HERE!\nYou found the hurkle!\n\n");
    else printf ("\nThats %d trys and you didn't find the hurkle.\n"
      "The hurkle was hiding at %d, %d, %d.\n\n", MG, hx, hy, hz);
    printf ("Would you like to play again? (y/n) ");
    while (!isalpha (yesno = getchar()));
  } while (tolower (yesno) != 'n');
  printf ("Good bye for now!");
  exit (0);
}
```