TAWS5

TAWS5 the 5th game in a series of "Text Adventures Without Swords", short, simple text-based games.

TAWS5 is a sort of typing tutor where your skill with touch typing random blocks of letters nets you a higher score. Press space at any time to pause the game. Press 0 at any time to end your game and see how you did.

A fun way to play this game it to play it with someone else and race for 100 points, or just for 25 if you don't want to play an endurance round.

TAWS5 was written by "Entar".

// taws5.cpp listing begins:

```
#include <iostream>
#include <conio.h>
#include <time.h>

using namespace std;

int main(int argc, char *argv[])
{
  int length, letter=0, score=0, last;
  char word[16];
  char vowels[8] = "aeiouy";
  char input[128];
  int total=0;
  bool paused = false;
  unsigned int startPause = 0;
  unsigned int totalPaused = 0;
  unsigned int game = time(NULL);
  unsigned int start = time(NULL);
  printf("\n");
  printf("************************************************\n");
  printf("Welcome to TAWS (Text Adventure Without Swords)!\n");
  printf("************************************************\n");
  printf("Just type the words on screen as fast as possible.\n");
  printf("Score is based on how fast you type the word,\n");
  printf("compared to how long the word is.  Beware, you can\n");
  printf("lose points for going to slowly!\n");
  printf("To pause the game, hit the space bar.\n");
  printf("To quit, type 0.\n");
  printf("\n");
  srand(time(NULL));
  last = 0;
  length = 2+(rand()%13);
  for (int i=0; i < length; i++)
  {
    if (last > 1)
    {
      word[i] = vowels[rand()%6];
      last = 0;
    }
    else
    {
      word[i] = 'a'+rand()%('z'-'a');
      last++;
    }
    word[i+1] = '\0';
  }
  printf("Word: %s\n", word);
  while (input[letter-1] != '0')
  {
    if (_kbhit())
    {
       input[letter] = _getch();
       if (input[letter] == '\b')
       {
        input[letter] = '\0';
        if (letter > 0)
        {
         letter--;
         input[letter] = ' ';
         printf("\r");
         printf(input);
```

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```
          input[letter] = '\0';
          printf("\r");
          printf(input);
         }
        }
        else if (input[letter] == ' ') // space to pause
        {
         if (paused)
         {
            paused = false;
            printf("Game unpaused.\n");
            totalPaused += time(NULL) - startPause;

            last = 0;
            length = 2+(rand()%13);
            for (int i=0; i < length; i++)
            {
              if (last > 1)
              {
                word[i] = vowels[rand()%6];
                last = 0;
              }
              else
              {
                word[i] = 'a'+rand()%('z'-'a');
                last++;
              }
              word[i+1] = '\0';
            }
            printf("Word: %s\n", word);
            start = time(NULL);

            // reset the input
            letter = 0;
            for (int i=0; i < 128; i++)
              input[i] = '\0';
         }
         else
         {
           paused = true;
           printf("\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\nGame paused.\n");
           startPause = time(NULL);
         }
        }
        else if (input[letter]>='a' && input[letter]<='z' || input[letter]=='0')
        {
          if (letter < 127)
          {
           printf("%c", input[letter]);
           letter++;
           input[letter] = '\0';
          }
        }
    }

    if (!paused && !strcmp(input, word))
    {
       if ((time(NULL)-start) > length + 2)
         score -= 2;
       else
         score += length-(time(NULL)-start);
       printf("\n");
       printf("Score: %i\n", score);
```

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```
      last = 0;
      length = 2+(rand()%13);
      for (int i=0; i < length; i++)
      {
        if (last > 1)
        {
          word[i] = vowels[rand()%6];
          last = 0;
        }
        else
        {
          word[i] = 'a'+rand()%('z'-'a');
          last++;
        }
        word[i+1] = '\0';
      }
      printf("Word: %s\n", word);
      start = time(NULL);

      total += length;

      // reset the input
      letter = 0;
      for (int i=0; i < 128; i++)
        input[i] = '\0';
    }
  }
  printf("\n\n");
  game += totalPaused; // fix total gametime calculations for being paused
  printf("Final score: %i points in %i seconds\n", score, time(NULL)-game);
  printf("%.2f letters per second\n", (float)total/(float)(time(NULL)-game));
  system("pause");
  return 0;
}
```