

Hammurabi: Table Of Contents

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Hammurabi: Text Game

Introduction

The game Hammurabi, alternatively known as The Sumer Game, originated in 1968 as a text based computer game. Hammurabi focuses on the aspect of proper resource management, or conversely dealing with the consequences when there is a lack of management, and dealing with unexpected events provided by the game environment. The game is a single player game and requires strategy to end the game with higher standings than when the game began.

Game Rules

- 1.) The game lasts 10 years, with a year being one turn.
- 2.) Each year, enter how many bushels of grain to allocate to buying (or selling) acres of land, feeding your population, and planting crops for the next year.
- 3.) Each person needs 20 bushels of grain each year to live and can till at most 10 acres of land.
- 4.) Each acre of land requires one bushel of grain to plant seeds.
- 5.) The price of each acre of land fluctuates from 17 bushels per acre to 26 bushels.
- 6.) If the conditions in your country ever become bad enough, the people will overthrow you and you won't finish your 10-year term.
- 7.) If you make it to the 11th year, your rule will be evaluated and you'll be ranked against great figures in history.

Game Objectives

The objective of the game is to rule your land as the Babylonian king Hammurabi. Leave your land in a better condition than when you started at the end of the 10-year term the game lasts. Feed all of your people and attempt to purchase excess land to increase your holdings under your rule. Plant all your crops when to increase your yield to have the most favorable conditions and beware of the rats.

Pseudocode

Opening comments

System Libraries

User Libraries

Global constants

Function prototypes

Begin Main Function

 Set Random Seed

 Define Constants and Variables

 Do the following

 Call Display title function

 Define variables and file objects

 Open title file

 Read title to file

 Close file

 Open input file

 Read input file as title

 Close title file

 End line

 End Display title function

 Call Display Rules Function

 Define Variables

 Output options to see rules or not

If chose to see rules display rules and press enter to play,

End line and end see rules function

Declare and initialize all the variables

Call function to display the year's data

Output the yearly data

End display data

For all the years the game is played do the following

Output question one

Input answer

Validate answer

Update and display decision making info

Output next question

Read in answer

Validate answer

Update and output decision making info

Output question three

Read in and validate answer

Update variable values for the next iteration

If more than 45% died end the game and move to switch menu

Call land price function

Set random seed

Get random land price

Return land price

End land price function

Call new population function

Set random seed

Get random new population

Return population

End new population function

Call crops per acre function

```

        Set random seed
        Get random new crops
        Return random crop value
    End function

    Call rat food function
        Set random seed
        Get possibility of getting rats
        If possibility is two then rats take up to 50% of the food
        Else no food eaten by rats
        Return eaten
    End rat food function

    Process more data for the next round

    Call function to display the year's data
        Output the yearly data
        End display data
    For Loop ends or reiterates

    If you finish with no land you lose
    Else if you finish without killing everybody then you survived and output victory message

    Output final statistics
        Ternary operator for deciding if stats are good enough to be compared
        with great leaders or not

    Asks user if they want to play again or quit
    Input answer
    If answer invalid
        Say answer is invalid and prompt another input
        If answer is invalid again
            Specify the answer type asked for

    Switch base on answer received
        Case 1 display replay the game. Break away from switch
        Case 2 display game ending and end line

```

End do. While answer for play again does not indicate quit

End main

Program

```
/*  
 * File: main.cpp  
 * Author: Sebastian Hall  
 * Created on July 17, 2017, 11:37 PM  
 * Purpose: Final Project - Hammurabi Strategy Game  
 */  
  
//System Libraries  
#include <iostream> //Input - Output Library  
#include <ctime> //For Time Function  
#include <cstdlib> //For Rand and Srand  
#include <fstream> //For File Input/Output  
#include <iomanip> //Formatting  
#include <cmath> //For the math functions  
using namespace std; //Name-space under which system libraries exist  
  
//User Libraries  
  
//Global Constants  
  
//Function Prototypes  
void gtTitle();//Output title using file input/output
```

```
void seeRule();//Letting the player see the rules of the game

void dspYear(int &,float ,int ,float &,int &,int &,int ,int ,int);//Display
    //the status for the current year

short priceL(); //New price each year

short neoPop(); //The new population each year

short cropRnd();//Random crop growth each year

short ratFd(int);//Percentage eaten by rats

int india(float ,int);


//Execution begins here

int main() {
    //Setting random seed
    srand(static_cast<unsigned int>(time(0)));
    //Constants
    short const ENDYR=11;//The year on which all games of Hammurabi end


    //Define menu choice variable
    short plyAgn;//Play Again?


    //Do while to loop for replays
    do{


        //Display The Title
        gtTitle();
        cout<<endl;


        //Optional Rules To See
        seeRule();
```

```
//Declare and initialize variables

int year=1;//The first year

float newPpl=0;//New people to be determined by random

int strvd=0;//The number of people you failed to feed and killed

float pop=100;//The city population. Starts at 100

int acres=1000;//City starts with 1000 acres

int totBush=2800;//Total bushels starting at 2800

int crops=0;//Amount harvested each year

int ratFood=0;//The amount the rats happened to eat that year

int lndPrc=rand()%10+17;//The current going rate for land in bushels range [17,26]

short sellBuy=0;//The number of acres one wishes to sell or buy

short acrsWrk=0;//The amount of acres you decided to work

int pplFood;//People food

int perAcre=3;//Bushels per acre


//Display the first years data

dspYear(year,newPpl,strvd,pop,acres,totBush,perAcre,ratFood,lndPrc);


//Starting Loop For Years 1-11
for(year+=1;year<11;++year){

    //Displaying the output questions

    cout<<endl<<"How Many Acres Do You Wish To Buy/Sell: ";

    cin>>sellBuy;        //Acres for sale/purchase question


    while(sellBuy<0&&sellBuy<(acres*-1) || sellBuy>0&&sellBuy>totBush/lndPrc){

        cout<<"\nI Am Afraid That Amount Is Not Possible Hammurabi-Senpai\n"

            "Enter Again\n";

        cin>>sellBuy;
```



```
} //Validates for both selling more land than you have and for  
    //purchasing more land than you could afford
```

```
//Updating and displaying important values
```

```
acres+=sellBuy;
```

```
totBush-=sellBuy*IndPrc; //Printing new values to help make decisions
```

```
cout<<endl<<"New Acres: "<<acres<<endl;
```

```
cout<<"Total Bushels: "<<totBush<<endl;
```

```
//Next question
```

```
cout<<"How Many Grains Would You Like To Feed Your People: ";
```

```
cin>>pplFood; //Feeding people question & answer
```

```
while(pplFood<=0 | pplFood>totBush){
```

```
    cout<<"\nThat Is Not A Possible Amount My King\n"
```

```
        "Enter Feeding Grains\n";
```

```
    cin>>pplFood; //Answer validation
```

```
}
```

```
//Decision making info output
```

```
totBush-=pplFood;
```

```
strvd=india(pop,pplFood);
```

```
cout<<"\nTotal Acres: "<<acres;
```

```
cout<<"\nTotal Bushels: "<<totBush<<endl;
```

```
cout<<"Total Population: "<<pop<<endl;
```

```
//Question 3
```

```
cout<<"How Many Acres Do You Wish To Plant With Seed: ";
```

```

cin>>acrsWrk;    //Crop growing answer
while(acrsWrk>acres | |acrsWrk<0 | |acrsWrk>pop*100){
    cout<<"\nThat Is Not Possible, My Lord\n"
        "Enter Again\n";
    cin>>acrsWrk;    //Answer validation
    cout<<endl;
}
//Updating total bushels for next calculations
totBush-=acrsWrk;
cout<<endl<<endl<<endl<<endl;

//Next Year Data Processing
pop-=strvd;//Taking away the people who died

//Game Failure          //If number dead exceeds 45% in 1
if(strvd>=static_cast<float>(pop)*0.45){//year the game ends and loses
    cout<<"You Have Killed "<<strvd<<" people in 1 year\n"
        "You Have Been Dethroned And Executed For Incompetence\n"
        "You Lose The Game\n";break;//Ending for loop
}
//Continue Data Processing For Next Iteration
IndPrc=priceL();//Random land price
newPpl=neoPop();//Random new population
pop+=newPpl;//Adding new population to old population
perAcre=cropRnd();//Crops grown per acre
crops=perAcre*acrsWrk;//Total Acres worked
totBush+=crops;//Total bushels after getting crops
ratFood=ratFd(totBush);//Eaten by rats. takes away from totBush
totBush-=ratFood;

```

```
//Displaying recurring header for each year
dspYear(year,newPpl,strvd,pop,acres,totBush,perAcre,ratFood,IndPrc);

}

//Output for losing with no land
if(year==11&&acres<1){
    cout<<endl<<endl<<endl<<"You Are A King Without A Kingdom And A Failure"
        " Of A Man\nYou Finished With No Land And "<<pop<<" People\n"
        "\nYou Lose";
}    //Congratulations output
else if(year==11&&acres>0){
    cout<<"\n\n\nCongratulations, You Survived "
        "All Ten Years Without Failing\n"
        "Horribly And Causing Mass Genocides And Revolts\n";
    cout<<"You Ended With "<<pop<<" People And "<<acres<<" Acres.\n"
        "That Averages To About "<<acres/static_cast<float>(pop)
        <<" Acres Per Person\n\nYou Win";
    (acres/static_cast<float>(pop)>=12)?cout<<"\nYou Lead A Country Like Trump":
        cout<<"\nYou Have Not Yet Reached Trump Status";
}    //Compares you with great leaders based on score like original does

//Asking to play again or quit
cout<<"\n\n\n1.) Play Again\n2.) Quit\n";
cin>>plyAgn;    //play again answers
if(plyAgn>2 || plyAgn<1){
    cout<<"\nInvalid Answer Input\nEnterAgain\n";
```

```
cin>>plyAgn;//Answer validation
if(plyAgn>9){//Nested loop
    cout<<"Enter A Single Digit Number From 1 To 2 To Proceed\n";
    cin>>plyAgn;
}
}
switch(plyAgn){
    case 1:cout<<"\nGame Restarting\n\n\n";break;//Playing Again option
    case 2:cout<<"\nGame Ending\n\n\n";    //Ending Game option
}

}

while(plyAgn!=2);//Replays game if choice does not equal two
//A Sebastian Production
return 0;
}
```

```
void gtTitle(){
    //Opening and writing to the Rules File
    ofstream title;    //Input file variable name
    string ttl;        //Variable used to read file info to

    title.open("title.dat");    //Opening file

    title<<"Hammurabi: A Game Of Strategy";//Reading title to file
    title.close();    //Closing file

    ifstream titleO;    //Input file variable
```

```

titleO.open("title.dat");    //Opening input file

while(titleO>>ttl){        //Displaying file name one string at a time
    cout<<ttl<<" ";
}
titleO.close();
cout<<endl;
}

void seeRule(){
    char ans;                //The answer given (just to check off char)
    bool choice;             //Boolean value for the rules display choice

    cout<<"Press 0 And Enter To See The Game Rules.\nPress ";//Rules input prompt
        "Anything Else To Continue And Play The Game\n";
    cin>>ans;                //inputting choice to see rules
    choice=ans-48;           //Setting the char to the boolean

    if(choice==false){
        cout<<"You Are Hammurabi. Ruler Of This Land\n\n"
        "1.) The game will last 10 rounds each being one year\n"
        "2.) Each living person needs 20 bushels of grain per\n"//The Game Rules
        <<setw(4)<<" "<<"year and can work up to 10 acres of land annually\n"
        "3.) Each acre of land requires 1 bushel to farm on it\n"
        "4.) If you kill enough people in one year you will be\n"
        <<setw(4)<<" "<<"impeached and lose the game\n"
        "5.) Enter a negative value to sell land, positive to buy\n"
        "6.) Reach year 11 successfully to win the game\n\n";

        cout<<"Press Enter To Play\n";
    }
}

```

```

    cin.ignore();    //Clear null terminator out of keyboard buffer
    cin.get();      //Enter to go to the next screen
}
cout<<endl<<endl;
}

```

```

void dspYear(int &year,float newPpl,int strvd,float &pop,int &acres
,int &totBush,int perAcre,int ratFood, int lndPrc){

```

```

    cout<<"Hammurabi: I beg to report to you,\n"
        "In year "<<year<<endl;          //Header similar to real
    cout<<strvd<<" People starved\n";      //In game header
    cout<<newPpl<<" People came to the city\n";
    cout<<"The city population is now "<<pop<<endl;
    cout<<"The city now owns "<<acres<<" acres\n";
    cout<<"You harvested "<<perAcre<<" bushels per acre\n";
    cout<<"Rats ate "<<ratFood<<" bushels\n";
    cout<<"You now have "<<totBush<<" in store\n";
    cout<<"Land is trading at "<<lndPrc<<" bushels per acre\n";

}

```

```

short priceL(){
    //Setting the random seed
    srand(static_cast<unsigned int>(time(0)));
    short lndPrc=rand()%10+17;//Assigning land price to random

    return pow(lndPrc,1);//Returning land price for each round
//Just to technically use cmath . No uses of it in this program
}

```

```
short neoPop(){  
    //Setting the random seed  
    srand(static_cast<unsigned int>(time(0)));  
    short newPop=rand()%10+3;//Range [3,17]  
    return newPop;//returning the amount of new people  
}
```

```
short cropRnd(){  
    //Random Seed Set  
    srand(static_cast<unsigned int>(time(0)));  
    short perAcre=0;//Initialize to 0  
    perAcre=rand()%5+1;//Range [1,5] crops per acre  
  
    return perAcre;//Returning bushels per acre variable  
}
```

```
short ratFd(int totBush){  
    //Time seed random  
    srand(static_cast<unsigned int>(time(0)));  
    short poss=rand()%3+1;//Possibility of rats eating grain is 1/3  
    short eaten=0;//The numeric amount eaten  
  
    if(poss==2){//If poss =2 then rats will come else  
        float perc;//Percentage of crops ravaged by rats  
        perc=rand()%50+1;//Range of [1,50] percent  
        eaten=(totBush*perc/100);  
    }  
    else  
        eaten=0;//No rats = np food eaten
```

```
    return eaten;//send back amount eaten  
}
```

```
int india(float pop,int pplFood){  
    short strvd;  
    if(pplFood/20<=pop){  
        strvd=pop-pplFood/20;//Calculate how many starved if inadequate food  
    }           //Is offered  
    else  
        strvd=0; //If enough food is given, strvd is default 0  
    return strvd;//Return dead people  
}
```

End Program

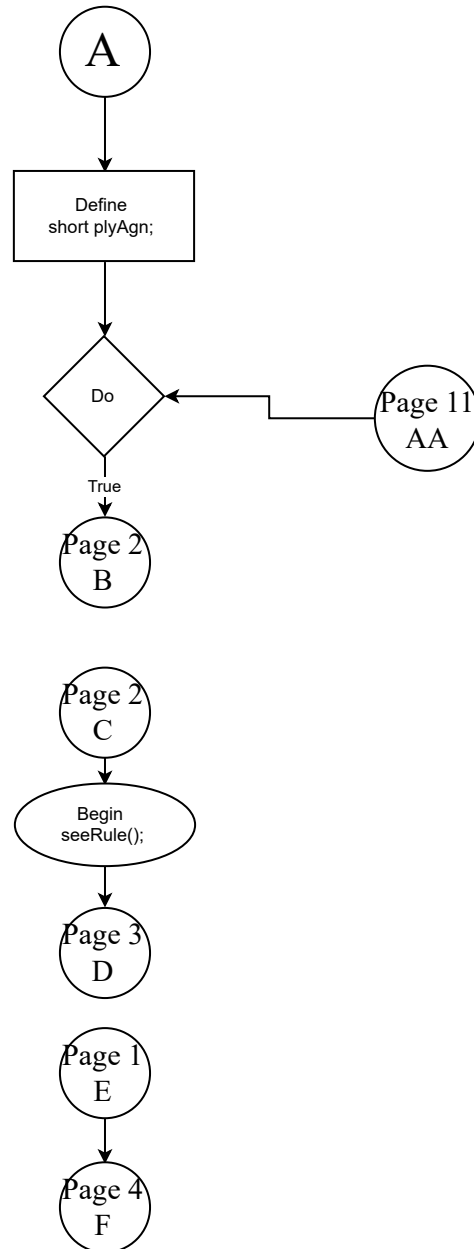
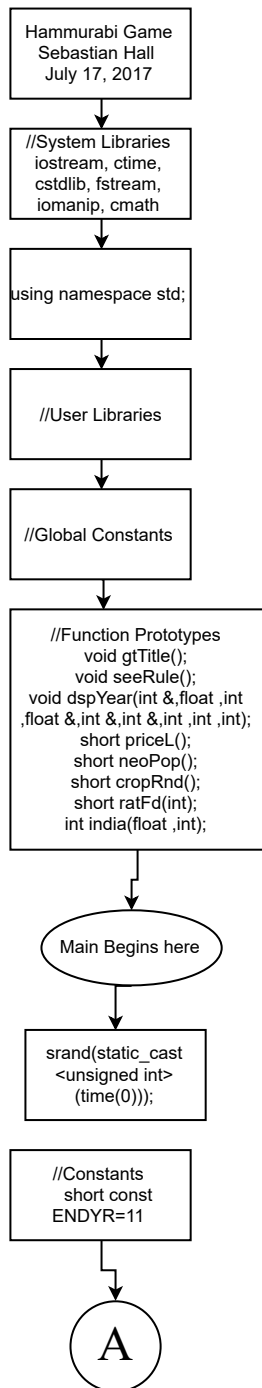
Cross Reference for Project 1

Column1	Column2	Column3	Where in Code
Chapter	Section	Topic	Line number
2	2	cout	Line 80
	3	libraries	iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	4	variables/literals	Line 54
	5	Identifiers	Line 47-66
	6	Integers	Line 58
	7	Characters	Line 217
	8	Strings	Line 200 & 211
	9	Floats No Doubles	Line 55
	10	Bools	Line 218
	11	Sizeof *****	N/A
	12	Variables 7 characters or less	Lines 54-66
	13	Scope ***** No Global Variables	N/A
	14	Arithmetic operators	Line 286-293
	15	Comments 20%+	All over the place
	16	Named Constants	Line 38
	17	Programming Style ***** Emulate	N/A
3	1	cin	Line 81
	2	Math Expression	Line 96
	3	Mixing data types ****	N/A
	4	Overflow/Underflow ****	N/A
	5	Type Casting	Line 134
	6	Multiple assignment *****	N/A
	7	Formatting output	Line 229 & 232
	8	Strings	Line 211
	9	Math Library	Line 14 & 264
	10	Hand tracing *****	N/A
4	1	Relational Operators	Line 84
	2	if	Line 134
	4	If-else	Line 290 & 295
	5	Nesting	Line 176-183
	6	If-else-if	Line 157 & 162
	7	Flags *****	N/A
	8	Logical operators	Line 84
	11	Validating user input	Line 84-88
	13	Conditional Operator	Line 169
	14	Switch	Line 184
5	1	Increment/Decrement	Line 77
	2	While	Line 104
	5	Do-while	Line 44 & 191
	6	For loop	Line 77
	11	Files input/output both	Line 197-215
	12	No breaks in loops *****	N/A

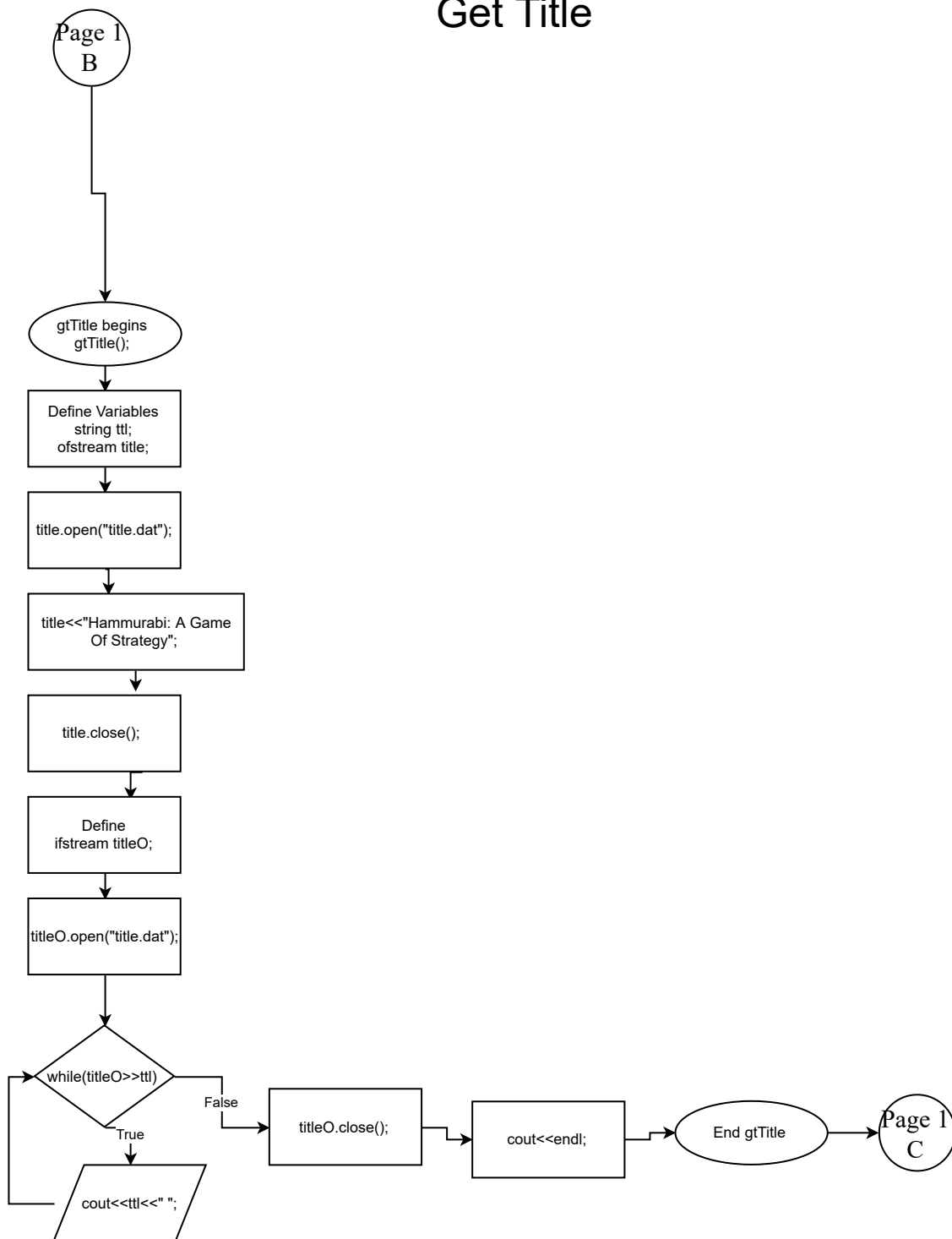
Cross-List

***** Not required to show			

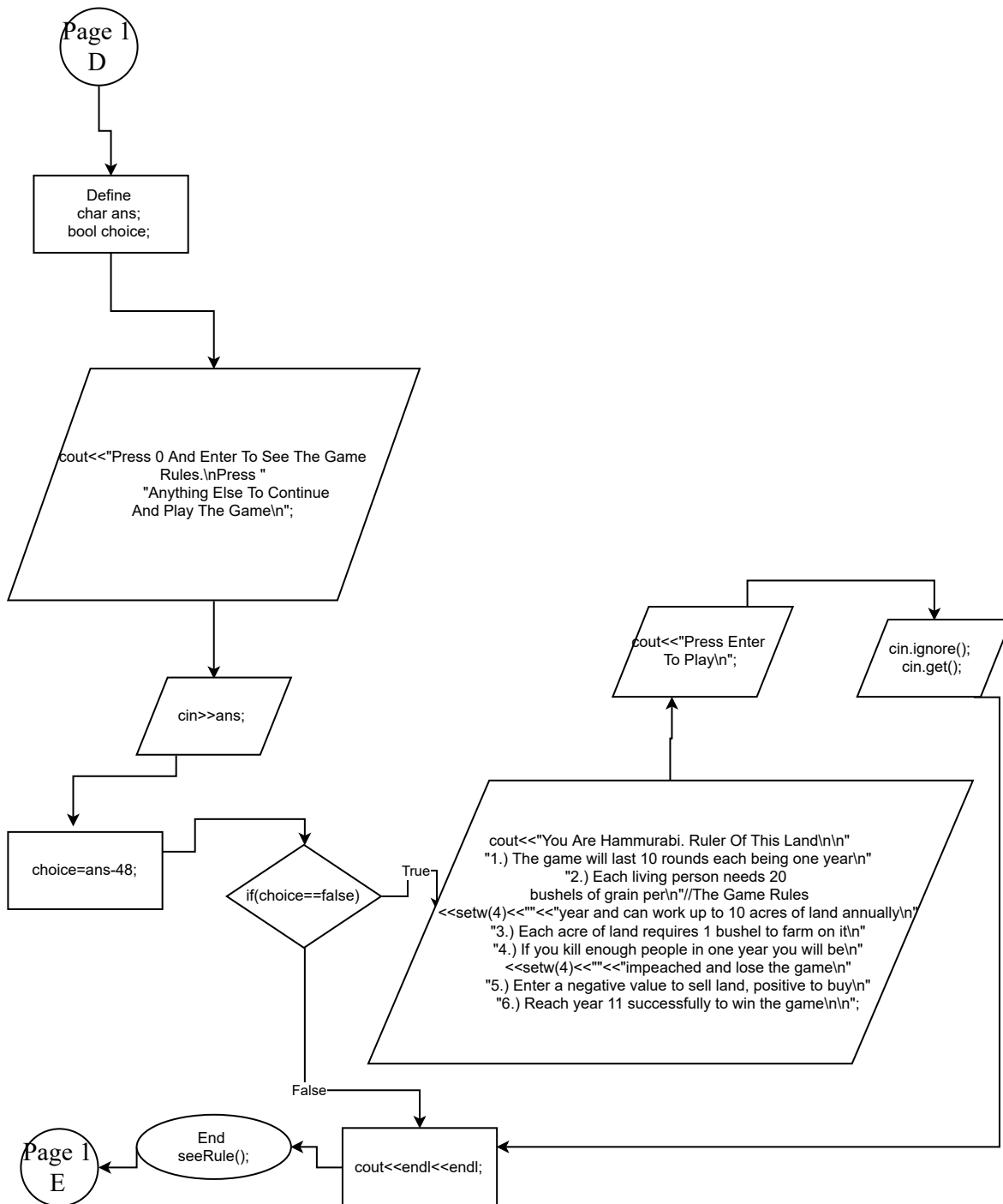
Hammurabi



Get Title



See Rules



Main Body

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```
//Declare and initialize variables
int year=1;//The first year
float newPpl=0;//New people to be determined by random
int strvd=0;//The number of people you failed to feed and killed
float pop=100;//The city population. Starts at 100
int acres=1000;//City starts with 1000 acres
int totBush=2800;//Total bushels starting at 2800
int crops=0;//Amount harvested each year
int ratFood=0;//The amount the rats happened to eat that year
int IndPrc=rand()%10+17;//The current going rate for land in
bushels range [17,26]
short sellBuy=0;//The number of acres one wishes to sell or buy
short acrsWrk=0;//The amount of acres you decided to work
int pplFood;//People food
int perAcre=3;//Bushels per acre
```

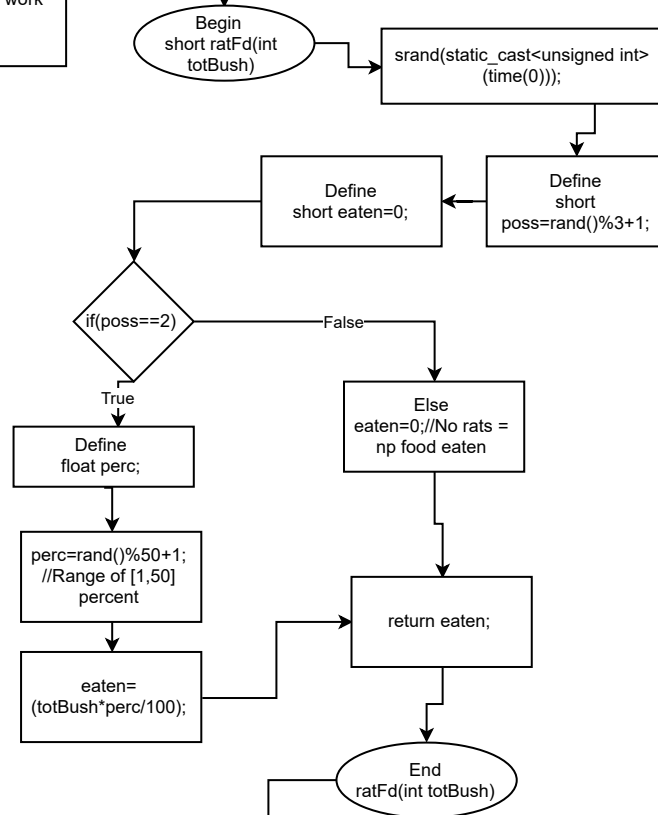
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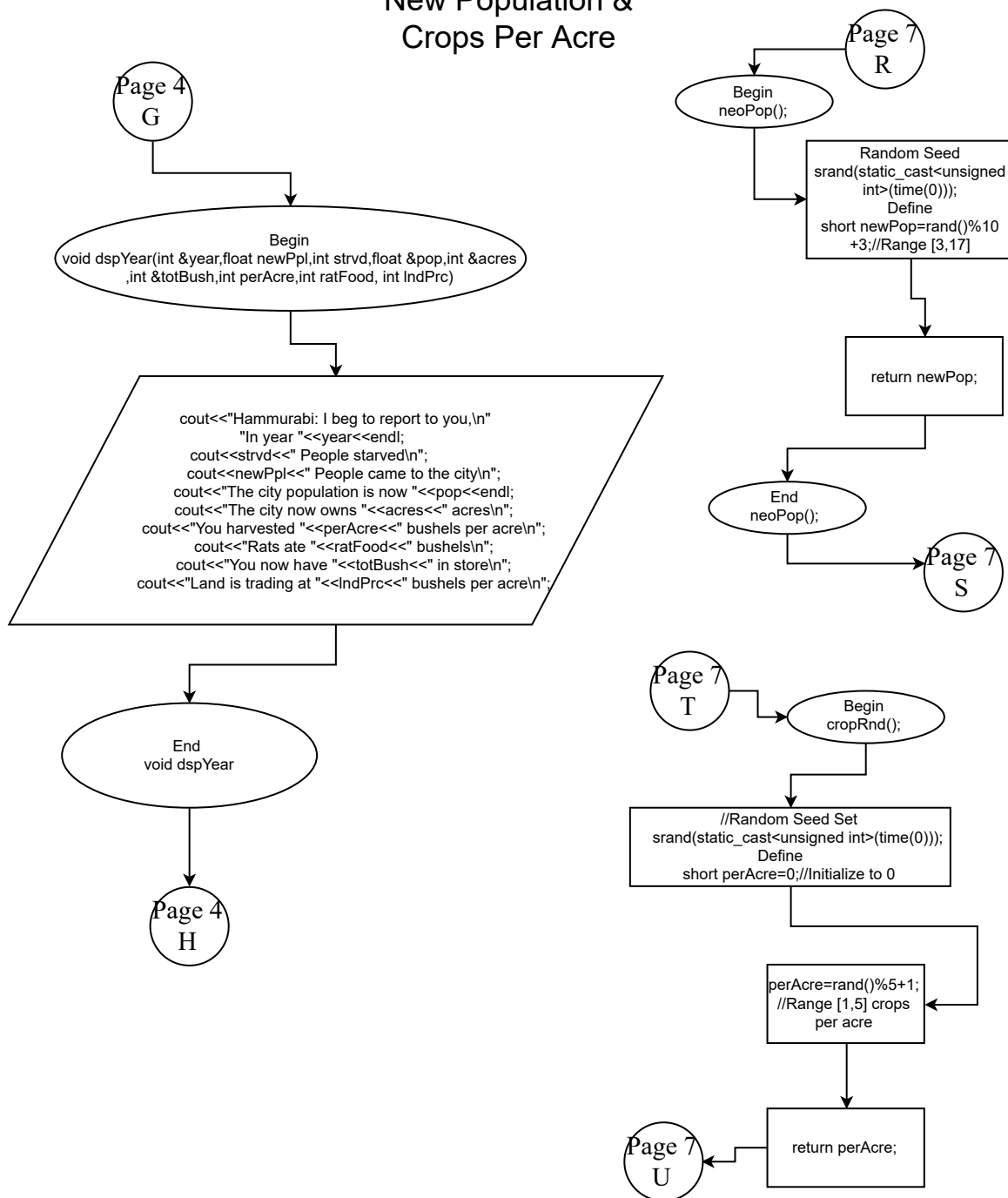
Eaten By Rats

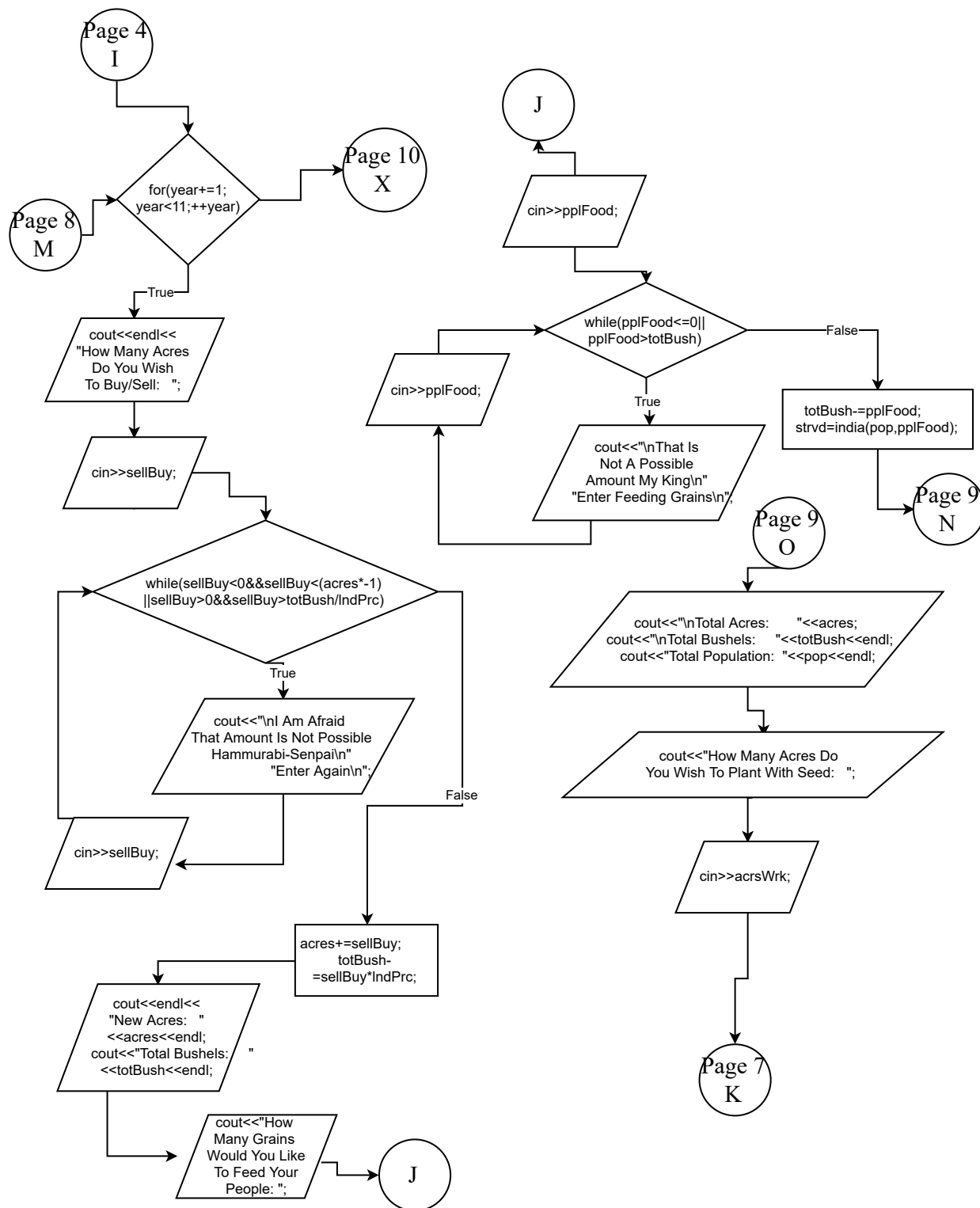
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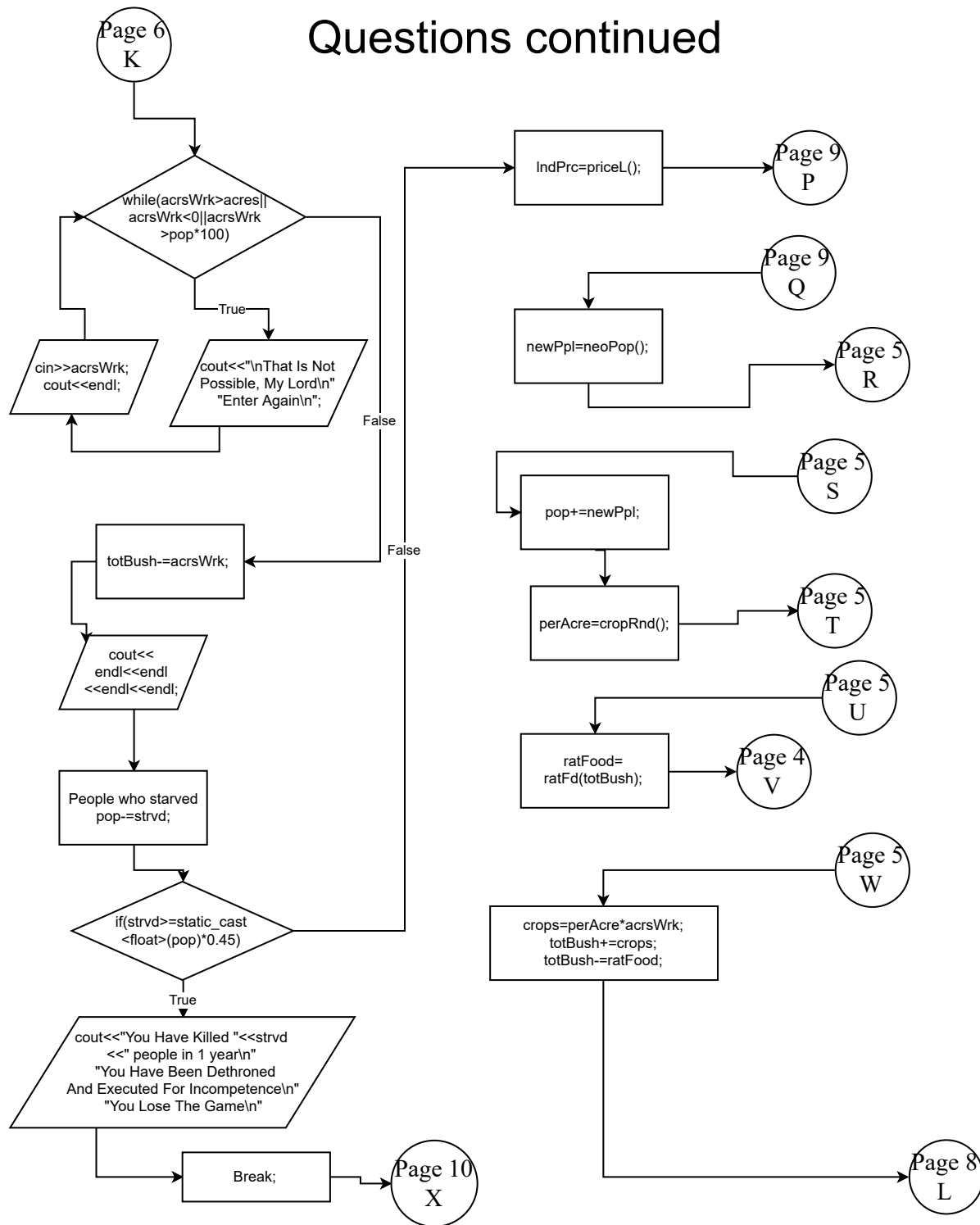
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Display Year & New Population & Crops Per Acre

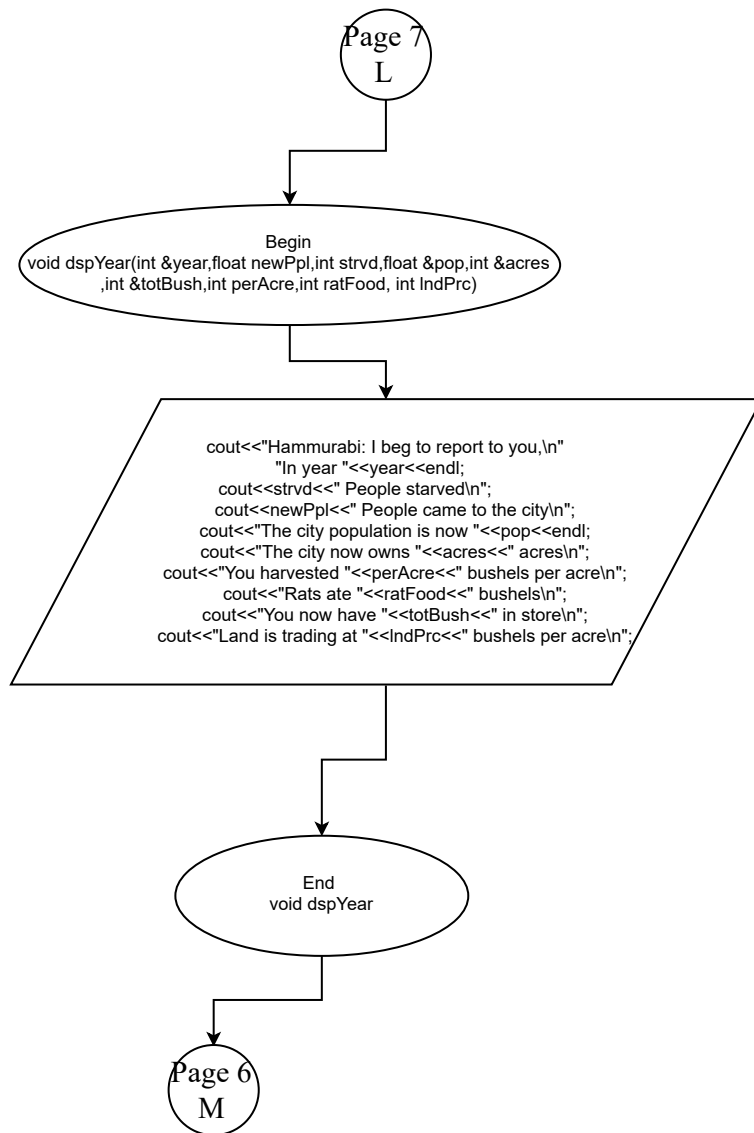




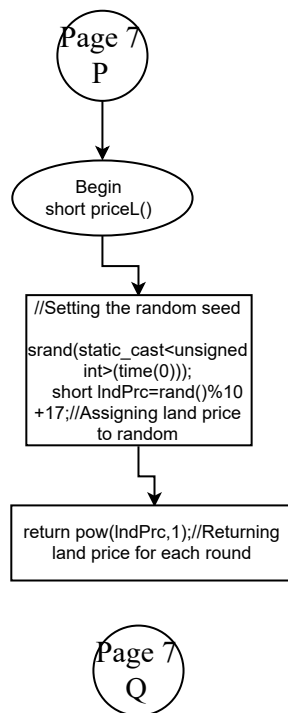
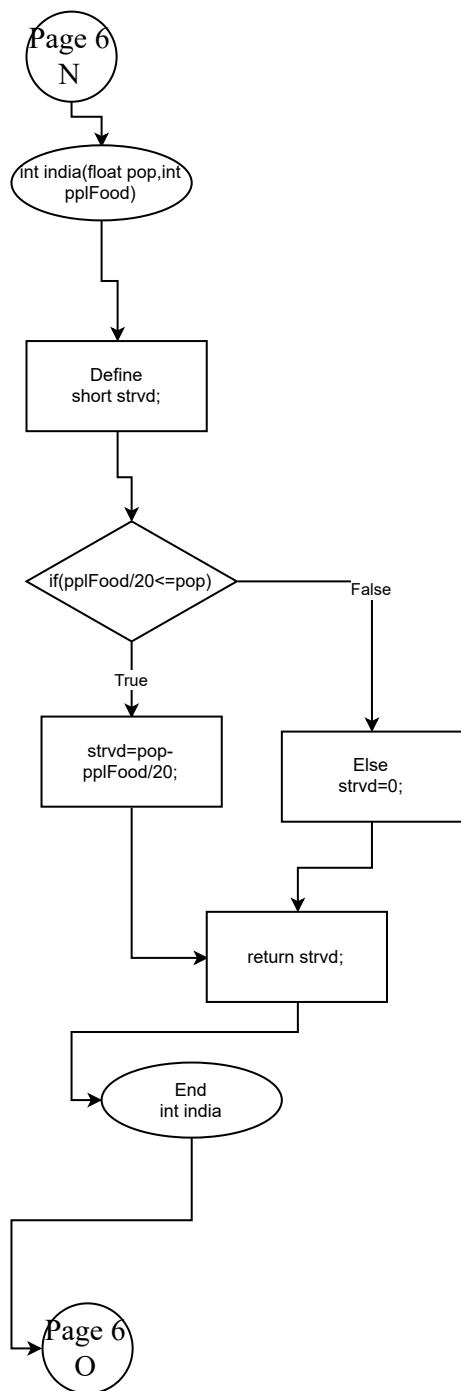
Questions continued



Display Year



Starving People/ Land Price



End Game

