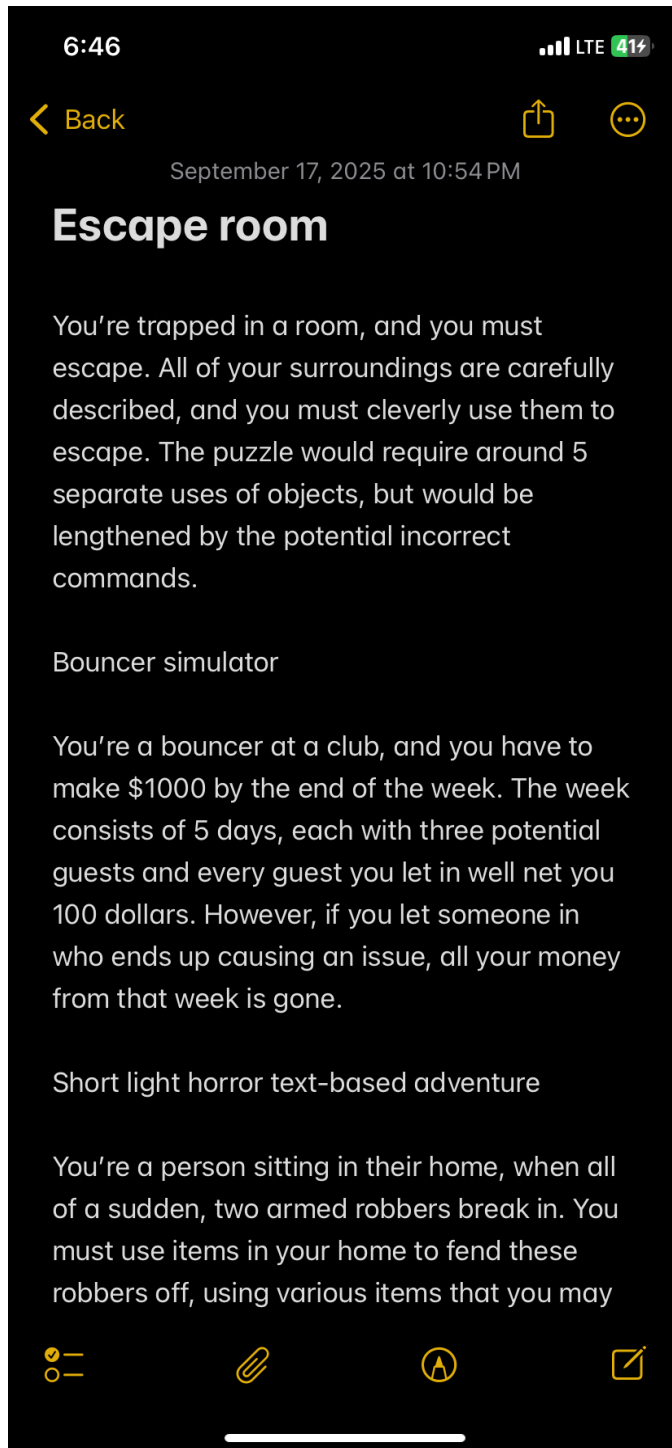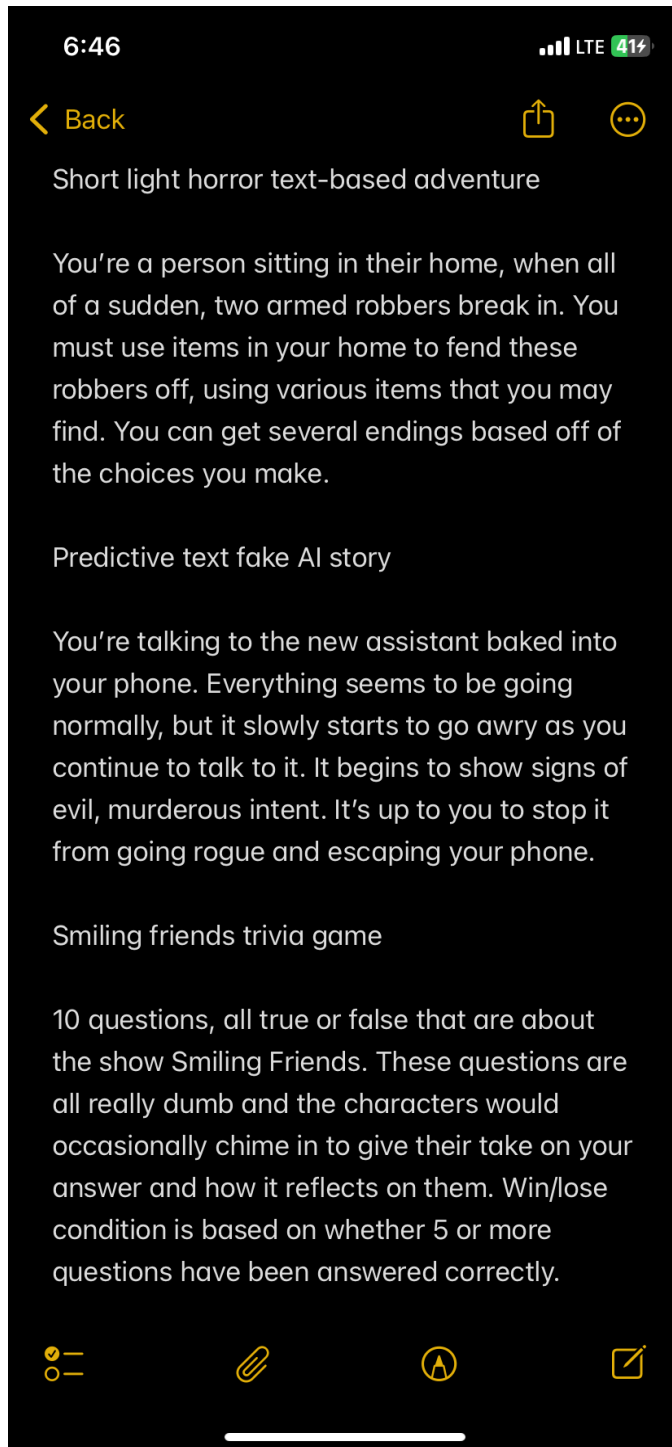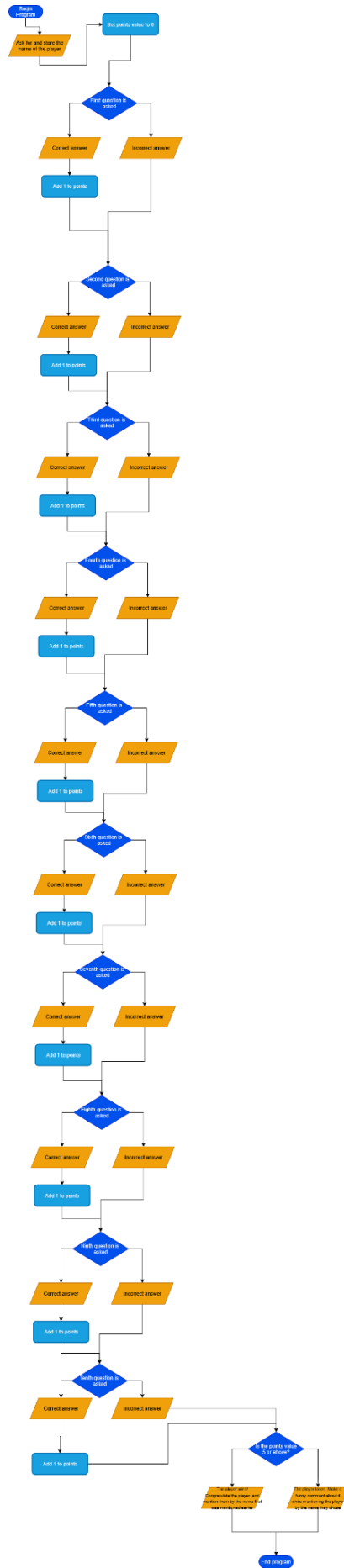9/21/25 I came up with 5 ideas on my phone in class, however I wasn't able to get started on actually programming one of them until way later because my laptop charger
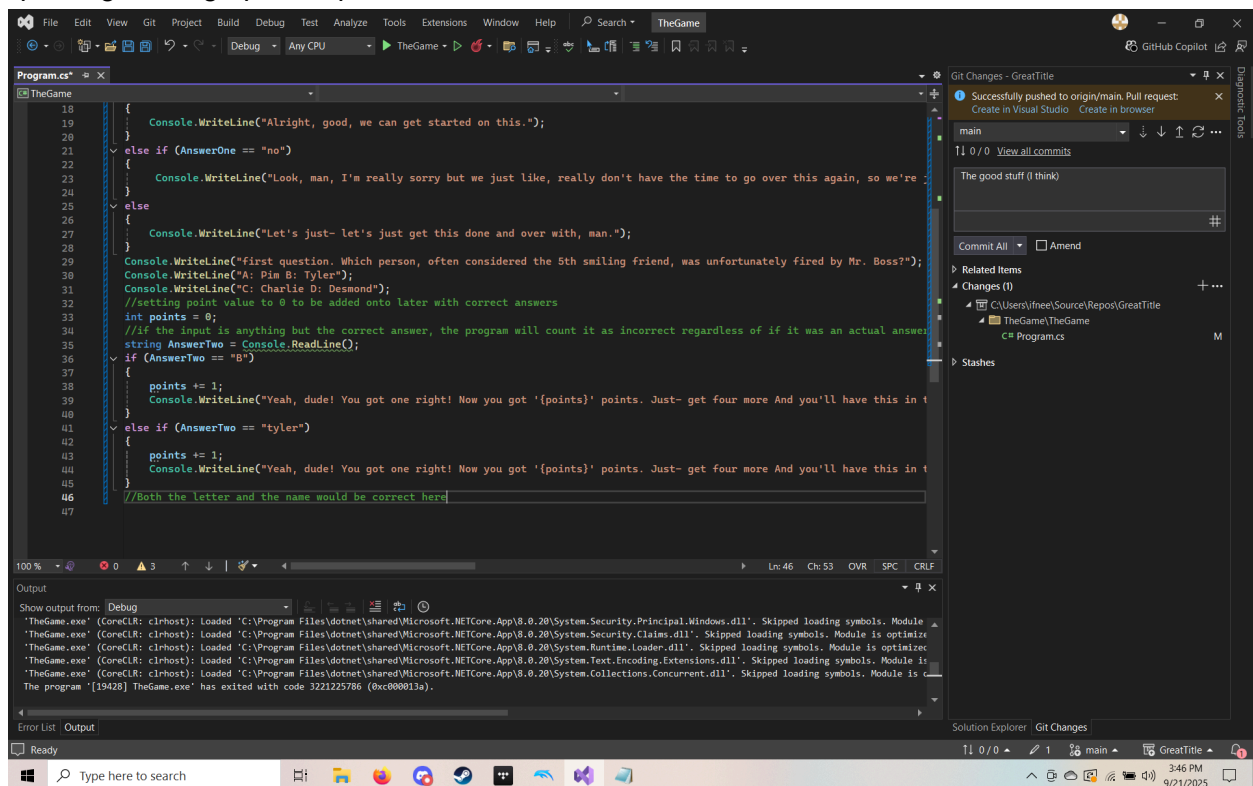went missing and I couldn't use my laptop for a bit.

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September 17, 2025 at 10:54 PM

Escape room

You're trapped in a room, and you must escape. All of your surroundings are carefully described, and you must cleverly use them to escape. The puzzle would require around 5 separate uses of objects, but would be lengthened by the potential incorrect commands.

Bouncer simulator

You're a bouncer at a club, and you have to make $1000 by the end of the week. The week consists of 5 days, each with three potential guests and every guest you let in well net you 100 dollars. However, if you let someone in who ends up causing an issue, all your money from that week is gone.

Short light horror text-based adventure

You're a person sitting in their home, when all of a sudden, two armed robbers break in. You must use items in your home to fend these robbers off, using various items that you may

Short light horror text-based adventure

You're a person sitting in their home, when all of a sudden, two armed robbers break in. You must use items in your home to fend these robbers off, using various items that you may find. You can get several endings based off of the choices you make.

Predictive text fake AI story

You're talking to the new assistant baked into your phone. Everything seems to be going normally, but it slowly starts to go awry as you continue to talk to it. It begins to show signs of evil, murderous intent. It's up to you to stop it from going rogue and escaping your phone.

Smiling friends trivia game

10 questions, all true or false that are about the show Smiling Friends. These questions are all really dumb and the characters would occasionally chime in to give their take on your answer and how it reflects on them. Win/lose condition is based on whether 5 or more questions have been answered correctly.

When I finally got started, I went with choice 5: smiling friends trivia because it seemed like the easiest, and most fun thing to code out of the options. After I chose the thing I wanted to make, I made a flowchart of it: (It's really big and isn't very visible on the page itself, so I'll probably upload the image directly to the repository later).

```
Begin
Program

Set points value to 0

Ask for and store the
name of the player

First question is
asked

Correct answer          Incorrect answer

Add 1 to points

Second question is
asked

Correct answer          Incorrect answer

Add 1 to points

Third question is
asked

Correct answer          Incorrect answer

Add 1 to points

Fourth question is
asked

Correct answer          Incorrect answer

Add 1 to points

Fifth question is
asked

Correct answer          Incorrect answer

Add 1 to points

Sixth question is
asked

Correct answer          Incorrect answer

Add 1 to points

Seventh question is
asked

Correct answer          Incorrect answer

Add 1 to points

Eighth question is
asked

Correct answer          Incorrect answer

Add 1 to points

Ninth question is
asked

Correct answer          Incorrect answer

Add 1 to points

Tenth question is
asked

Correct answer          Incorrect answer

Add 1 to points

Is the points value
5 or above?

The player wins!                The player loses. Make a
Congratulate the player, and    funny comment about it
mention them by the name that   while mentoring the player
was mentioned earlier           by the name they chose

End program
```

Everything was going pretty smoothly. I came up with a system that used Console.ReadLine to determine if an answer was right or not. That is, until it came time to try and show the point values in the program. That is, until I realized I just had to use string interpolation.

Also, after a little bit I was really regretting using the same string naming convention for the first "jokey" sort of question for the rest of the questions, since the numbering was off because of it. But by that point, it was too late to go back and change because it would be a nightmare to do because of how visual studio handles changing code characters.

However, after that it was mostly smooth sailing after I got the right formula down for calculations of right answers and points. I did this through if statements that read either what letter you type, or the actual answer you type. Through if and else if statements, I was able to separate the two. After that, if the console read either the letter of the right answer, or the answer itself, it would add 1 to the points integer value. The hardest part of this process ended up being coming up with questions.

The hardest part of this process ended up being coming up with questions. Oh, and also coming up with unique messages whenever you get a question right or wrong.
After my first session of coding, I stopped and took a break after I finished all the code for the intro, and the first five questions. The question part got very tedious after a while.

Coming back from the break, after a couple of hours it's equally as tedious. I watched a bit of the show and got Charlie's character a little better, so there might be a random shift in his tone after the 5th question or so, which is honestly pretty standard in universe stuff.
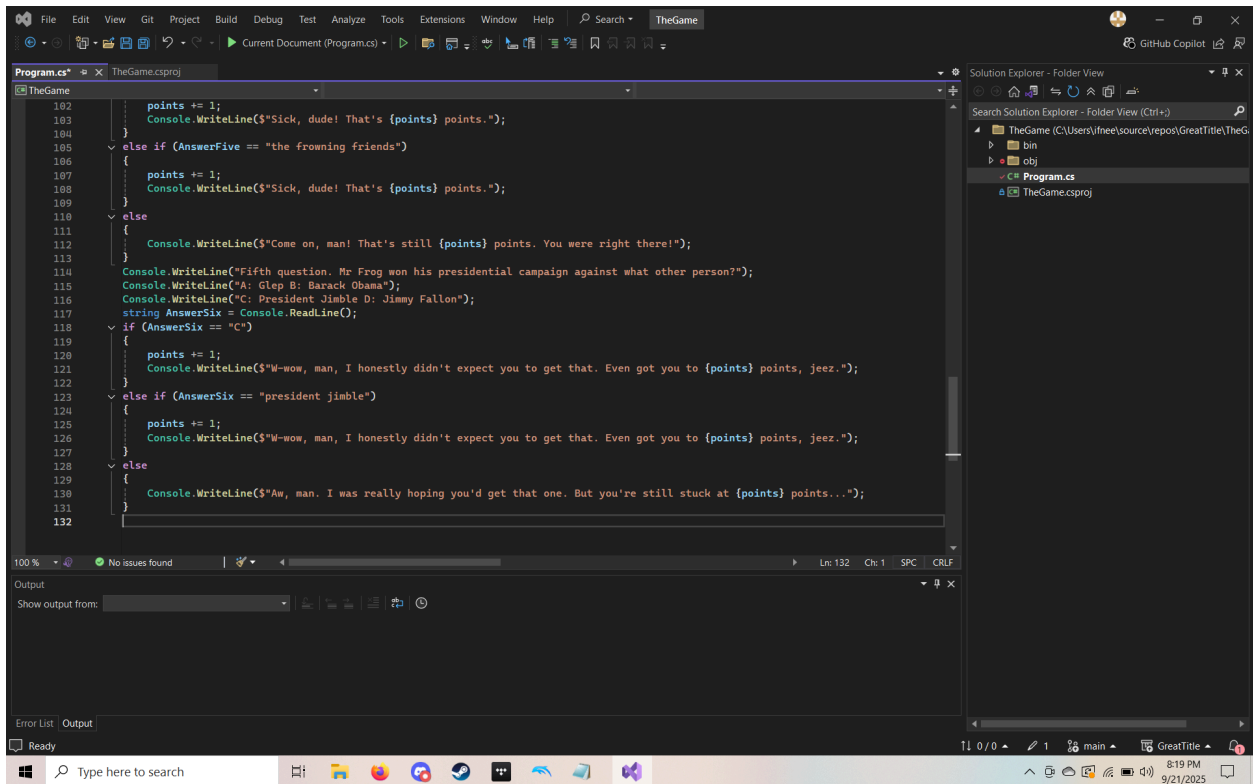
Also, if it wasn't for string interpolation I might've actually banged my head against the keyboard multiple times. It's been a massive help.

For the calculation of the points, thankfully this part ended up being really easy. All I had to do was set an if statement that checked if your points value was above 5.

It took a few hours, but I finally finished the code at around 10:30 PM. It wasn't even really that hard, just tedious for the most part having to repeat all that code over and over.
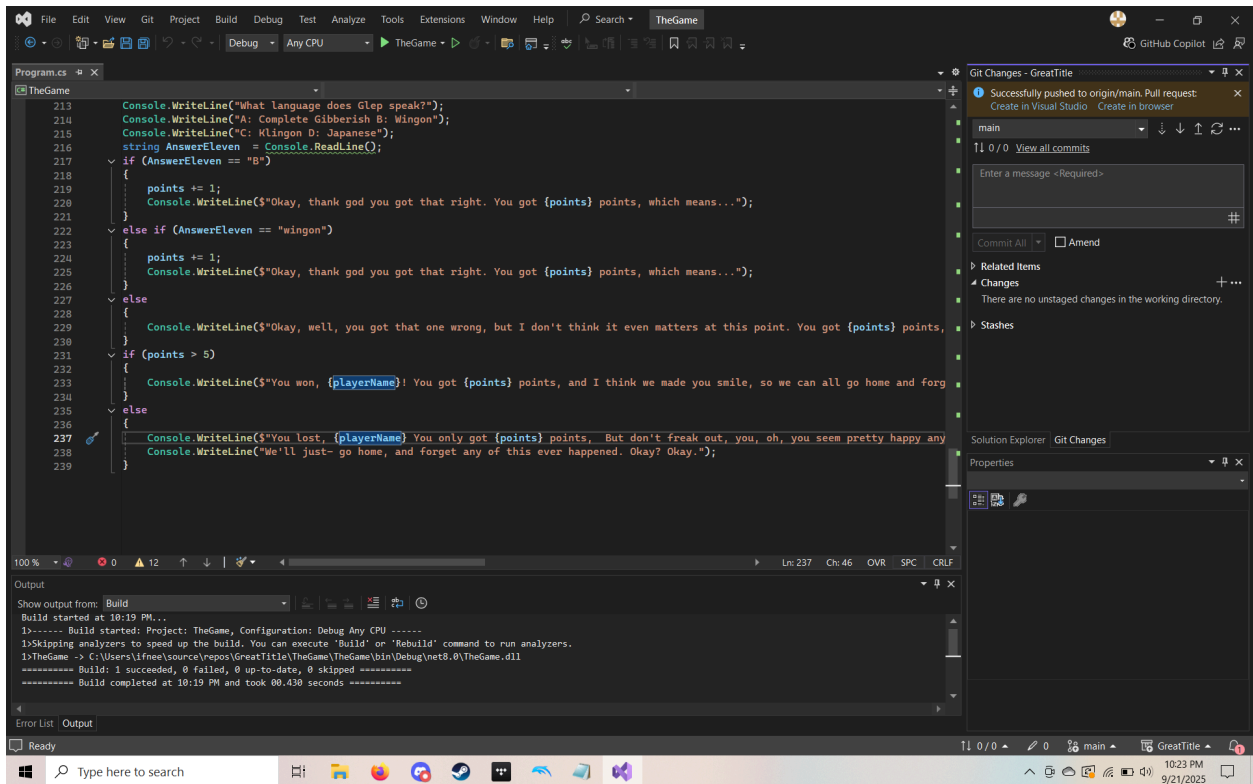
9/22/2025

I had to make one small adjustment to the code, since I accidentally set a number wrong and it gave me a result I didn't want.
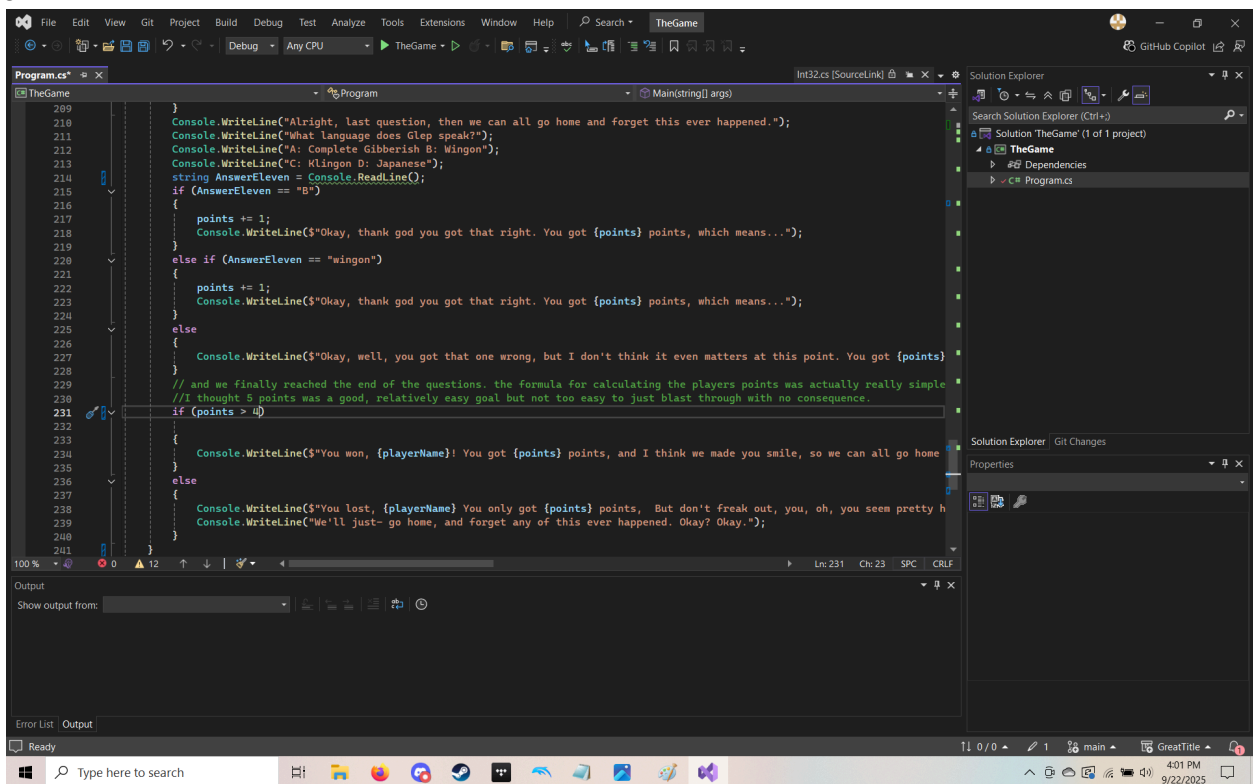
I also finally got around to uploading the flowchart to the github repository just a little bit ago. I was really tired last night and forgot to do it. And after all of that, I think I'm just about done with all of this.

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Yeah, not quite.

Well, this is more of a quick clarification than anything. But I was reading the rubric for the assignment and realized I made one big mistake, naming all of my files wrong. And I don't think the file names are something I can just easily go back and change, so I decided to copy all of the code, the README and the process work and put it in a new repository, with new file names. So that's why everything is in a completely new github repository.

9/24/2025

ALSO one other thing. The reason this file has been changed a couple of times in the repository since yesterday is because I've looked over this document, and realized that I wasn't being very descriptive of what I did in the code, so I've gone back and clarified some stuff. Hopefully that's okay.