Answer one of the following questions for full credit for this assignment. Place your questions in the “Answer” section below. Answers for each question should be between 40 words and 100 words. Number your answer with the same number that is associated with the question.

1. How can random numbers make game programs more fun?
2. What are modules and how can they help a programmer?
3. What is stepwise refinement and how can it help a programmer?

ANSWERS:

1.

Random numbers can make a game program more fun because it allows for unique experiences every time you play the game. For instance, spawning enemies in random places as opposed to set positions can keep the player on their toes. Or maybe it is a roguelike game, and random dungeons allow the game to have infinite replay ability since it will be different every time. Basically, when a game is the exact same every time, it can get boring.