NUMBER GAMES

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Introduction

In number games the user starts with 5000 coins, which he can spend on games and get rewards after winning them. There are 3 games in number games. Namely:

- 1.Highlow
- 2.Guess
- 3.Gamble
- 1.Highlow

In highlow computer chooses a random number between 1-100, which is hidden from the user. The user is then given a random hint. The user then has to deduce if the hidden number is higher, lower, or equal to hint. If you guess correctly, you win double the coins you put in to play

2.Guess

In guess, the computer selects a random number between 1-20 and the user has to guess the number using only 4 guesses and 2 hints. The hints state if your last guess is higher or lower then the answer. If you guess correctly, you win double the coins you put in to play the game.

3.Gamble

In gamble, the user and the computer both roll two dice. If your total of the two rolled dice is more than the total of computer's rolled dices then you win double the coins you put in to play the game.

This game is purely based on user input!

Problem Statement

Write a program on the number- based games with its own currency and reward system.

Flow of the project

There are three class and one interface in this project Classes:

- 1.Main
- 2.Pages
- 3.Accounts
- 4.Methods
- 5.Highlow
- 6.Guess
- 7.Gamble

Interface:

Games



We will discuss the flow of the project according to the classes starting of with:

Pages

In this project we decided to display the project in the form of pages. This class is then divided into three methods.

- 1.mainpage()
- 2.playpage()
- 3. Instructionpage()

If the user selects to go to play then he is ent to playpage() after clearing the screen. In playpage() the user has the choice to play any of the 3 games or to go back t main menu. Again, the choice is controlled by the user input in the form of numbers.

If the user instead opts to go to Instruction then after clearing the screen the instructionpage() method is run. In this the user has the choice to read the instructions of any of the 3 games or go to menu. The choice is again controlled by the user input in form of numbers.

2. Methods

Methods only stores one method i.e. clearScreen(), clearScreen clears the console so that we can display the next page or game on the screen. Pages inherits Methods, so Methods is the superclass of pages

3.Accounts

In accounts we store usercoins int the form of int and name of the user in form of String. Whenever the user wagers money the usercoins are subtracted and when user wins money the rewards are added via the methods of sub(), add(). Also, getters for usercoins and name are there and setters for name.

4.Interface Games

Interface Games is the blueprint of all 3 games, it consists of only two methods i.e. play() and instructions().

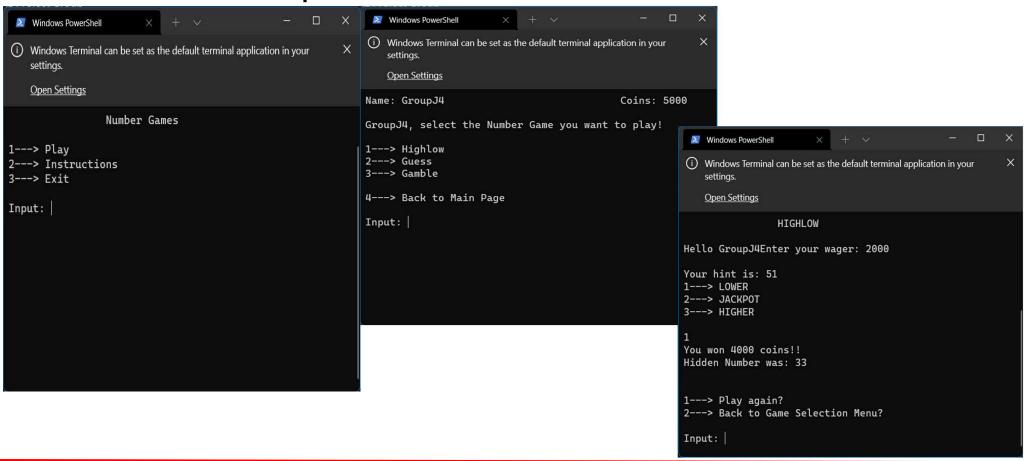
5. Highlow, Guess, Gamble

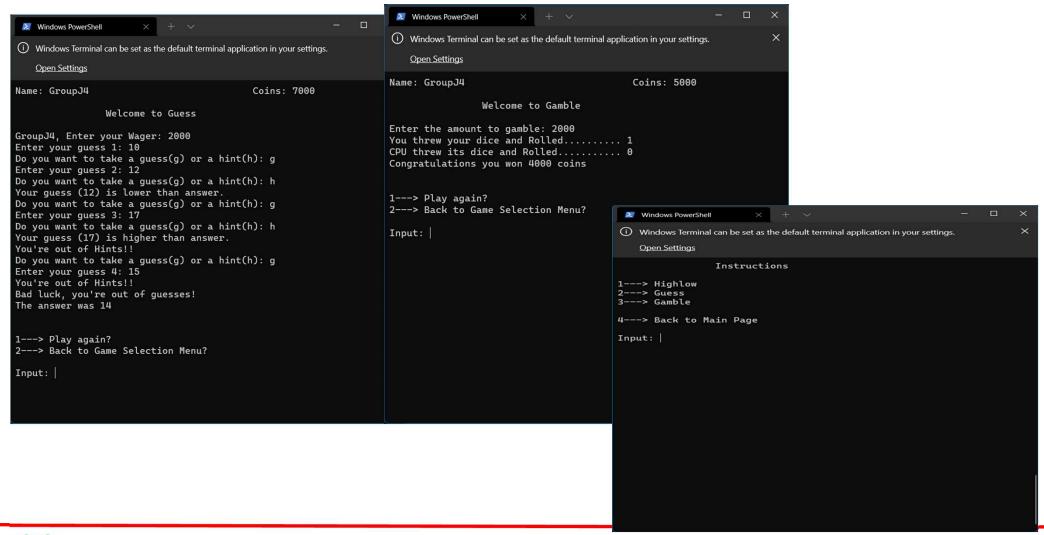
Highlow,Guess,Gamble all extend Pages and implement Games and all have same two methods i.e.play() and instructions(). In play(), we first write the game code and the addition and the subtraction of coins wherever necessary, after the game code we put choices to play again or to go to playpage() again to select which game to play. In instructions(), we display the instructions when asked in instruction page and after reading the user returns to instructionpage() after user input.

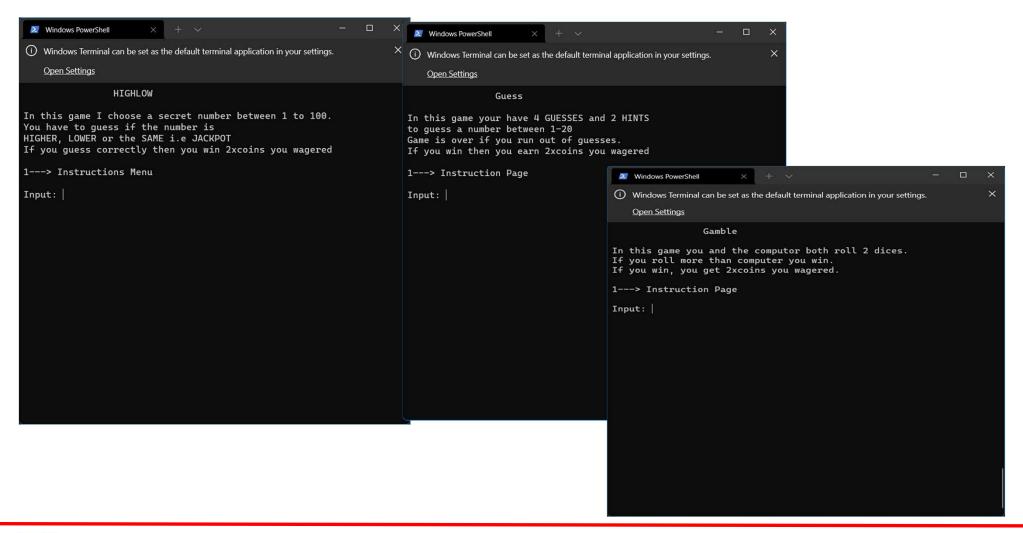
6.Main

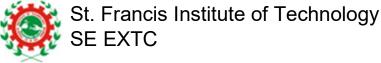
Main extends Pages. In main, we create objects for Highlow, Guess, Gamble, Account and rin mainpage()

Screenshot of output









Problems faced during execution

- 1. There was an error in keeping the track of coin balance due to use of more than one object of Accounts class. This was solved by adding Accounts as a parameter to every method which was displayed on terminal.
- 2. There were errors in the logic of the Games and were not playing as meant to be. This was fixed by re writing some lines.
- 3. Eclipse console does not allow clearing the console. So to clear console whenever needed. We had to run the program through Windows terminal to execute it.

Contribution

- Rishikesh Vishwakarma game code
- Dhanashree Wadaye game code and presentation ppt.
- > Shantanu Wanivadekar game code, UI code and report