

Problem

I created a game that provides an interactive way for the user to have input and take a guess of where the treasure could be on the grid. I demonstrated using what can be complex coding concepts into simple application and execution.

Solution

I developed the Treasure Hunt console game to solve this problem. The game makes use of a random number generator in order for the player to guess the coordinates of a hidden treasure on a 5x5 2D grid. I used arrays to store the guesses that the player makes, the game loops until the player either wins or runs out of guesses. I used constructors to initialize the objects and information hiding through getters and setters. At the end of the game a report is shown with the total number of guesses and the values and the final result, a win or a loss.

GitHub link: <https://github.com/Thubisi-Remoabetswe/PROG6112-Assignment-1.git>