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The assignment number: project 2

Lab section: MW 2:00-3:15

**\*Special features\***

1. \*The addition of **golf terminology** “birdie”, “bogey”, “eagle”, and “albatross” to make the game more realistic\*

2. \*The player is able to **quit the game at any point in a round** by entering “0”. That means, if the program asks the player to choose the number of club and power, and the player input “0” for both, she is able to abandon the round and choose if she wants to quit the game entirely. \*

3. \*The addition of **water hazards and the bunker**. The player must use their wedge (club number 10) and the ball will only travel a short distance if the ball lands in the bunker. \*

Basic rules of TTY Golf game:

In the TTY Golf game, the player is allowed to choose from two courses to play, each consisted of 18 holes. Before the ball lands in the green, the player need to choose a club [1-10] to shoot the ball and a particular power [1-10]. For clubs, the greater the club number is, the shorter the player will be able to shoot the ball. For powers, the greater the degree of power is , the longer the player will be able to shoot the ball. So if the player wants to shoot as far as she can, she’s got to choose club 1 and power 10.

Once the ball is within 20 yards (60 feet) from the hole, we will assume it is on the green and therefore that the player is putting. The player is only able to choose the degree of power now, and the distance in feet (not yards) of a putt. The game assumes that getting within ±1 foot counts as sinking the putt. Otherwise the player needs to putt again.

The player will be informed through out the entire game about their score(par) and remained distance from the ball to the hole after each shot, each putt, each hole and their total score after each round. The player can quit the game at any point in a round by inputting “0”.