For your final project, you will be choosing 1 of 4 programs to create. Each of the four given programs has the possibility of testing you on any or all of the topics covered in this class. This includes **variables** (declaring, using, assigning/changing values, global/local), **if/else if/else statements**, **nested if/else if/else statements**, **loops** (for/while), and **functions/methods**. No matter which program you choose to complete, it will be worth the same amount of marks (marked out of 10). Since this is the final project, the program you create will be a little more complicated than the homework assignments. We have prepared some starter code that **you must use**, which can be found here: <http://logicfusion.ca/courses/page/P1> (under the Final Project tab). Please read the detailed instructions document (also found at the link above) for each of the 4 options before choosing the one that you will complete. Below are short summaries of each of the program options.

**Option 1 – Rock, Paper, Scissors**

For this program, you will be writing parts of a text based rock, paper, scissors game. The program will allow the user to face the computer in a game of rock, paper, scissors, for a specific number of rounds.

**Option 2 – Text Based RPG**

For this program, you will be writing parts of a text based RPG. The program will allow the user to choose different monsters to face. The game will end once the final boss is defeated, or if the user dies.

**Option 3 – Number Guessing Game**

For this program, you will be writing parts of a text based number guessing game. The program will allow the user a limited number of tries to guess a randomly generated number. The program will give hints to the user after each guess, expressing whether the guess was too high or too low.

**Option 4 – Free Choice!**

For this program, you have the freedom to create any program you want, as long as it is logical and functional, and includes all the topics from this course. For this option, your idea must be approved by your instructor beforehand.

