**BIT-2400, Assignment 2**

**Title**

Game States and Ascii

**Functional Requirements**

1. Have at least three unique states.
2. Have a Main Menu that allows you to choose one of the other states.
3. One of the states should have an interactive ascii “game” eg: two dice rolling random numbers.
4. Users should be asked if they want to stay in the current state or go back to the main menu.

**Implementation Requirements**

* This is an individual assignment.
* Add a comment section at the top of the code for Documentation with following parts:

Title: Assignment-2

Author: [your name]

Objective: [very short 1-2 sentence description of goal as you understand]

**Submission Requirements**

Submit a single CPP file. Do not submit the whole project.

**Evaluation**

* Use of Enums to define states 20%
* Ability to navigate through the states 20%
* Interactive Ascii “game” 40%
* Clean well-structured code 20%
* Bonus! above and beyond on the Ascii game +5%

**Penalties**

Submission will get 0 if the code doesn’t compile or run, or if incorrect file is submitted. Late submission has 25% penalty per day (1 minute till 24 hours is considered 1 day).