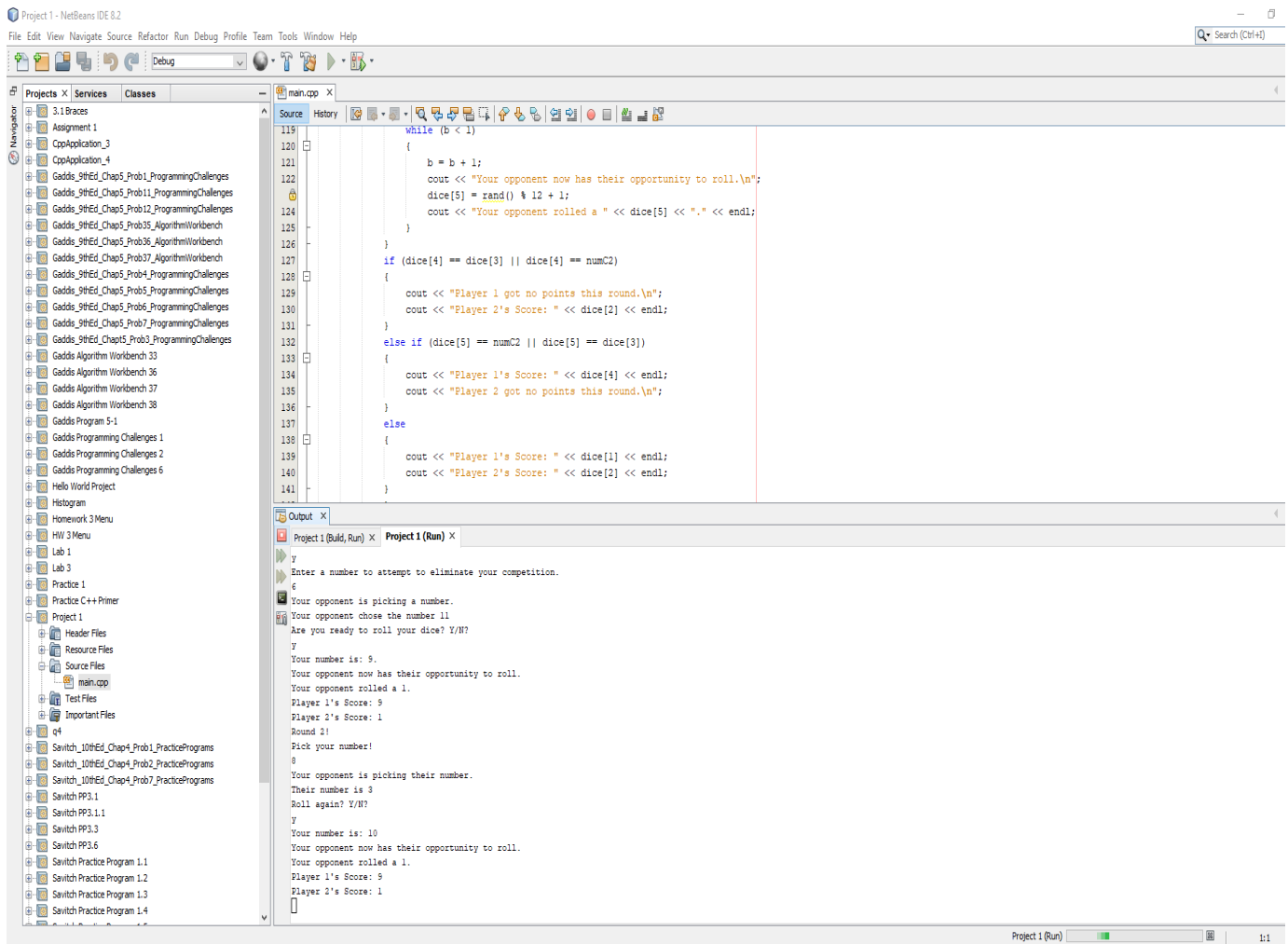


# Project 1

217 LINES

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# The Game

The game I decided to try and make is called “Knock Out”. A relatively easy looking game to replicate considering it is designed to make children do simple arithmetic.

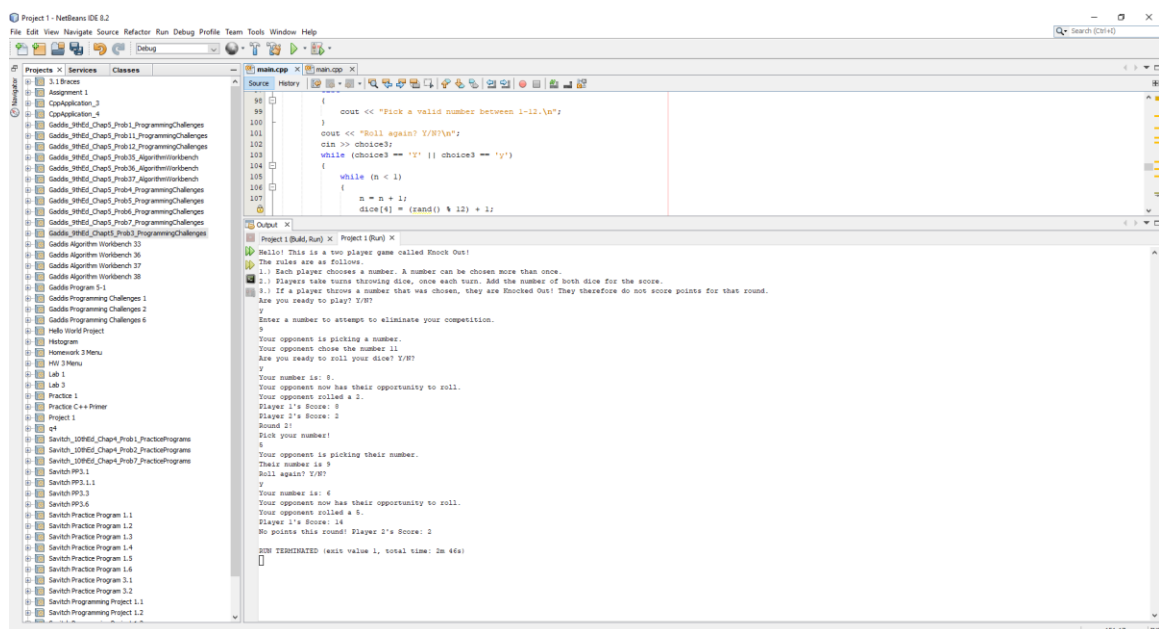
- The game is played with two dice.
- Players call out which numbers will be considered “Knock Out” numbers for that round. If anyone rolls those numbers with the given dice, they are knocked out for the round, they get no points.
- Whoever has the most amount of points after a few rounds wins, there was no given round limit from the rules that I looked up.

## THE PROCESS

This game was (in concept) a very easy thing to code, as long as I figured out how to roll some dice, have a scoring system that was accurate to each game, and knew how to write code that knew when knock out numbers equaled rolled numbers. Over the course of about a week I realized that I didn’t know how to do most of those things, if statements, if else statements, while statements, do-while statements sure I knew those but they only take you so far.

I was determined to make some of what the game required work so I kept at it for a few days. My project really isn’t at where I thought it would be when turning it in, it really seemed quite simple at first. It’s a simple game but it turned out to be so much more, I definitely have learned a lot and want to improve it more, although I do recognize that the game might be too simple to really improve it all that much.

I did want to make it a bit more interactive like a video game rather than just simulating real life dice throwing. I thought asking the player to continue and if they wanted to roll would make the dice throwing a little more interesting.



```
Project 1 - NetBeans IDE 8.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Debug
Projects Services Classes
main.cpp
99      cout << "Pick a valid number between 1-12.\n";
100    }
101    cout << "Roll again? Y/N?\n";
102    cin >> choice3;
103    while (choice3 == 'Y' || choice3 == 'y')
104    {
105        while (n < 1)
106        {
107            n = n + 1;
108            dice4[i] = (rand() % 12) + 1;
109        }
110    }
111    Project1[Run,Run] x: Project1[Run] x
112    Hello! This is a two player game called Knock Out!
113    The rules are as follows:
114    1. Both players choose a number. A number can be chosen more than once.
115    2. Players take turns throwing dice, once each turn. Add the number of both dice for the score.
116    3. If a player chooses a number that was chosen, they are Knocked Out! They therefore do not score points for that round.
117    Are you ready to play? Y/N?
118    Y
119    Enter a number to attempt to eliminate your competition.
120    9
121    Your opponent is picking a number.
122    Your opponent chose the number 11
123    Are you ready to roll your dice? Y/N?
124    Y
125    Your number is: 8.
126    Your opponent now has their opportunity to roll.
127    Your opponent rolled a 2.
128    Player 1's Score: 8
129    Player 1's Score: 2
130    Round 2!
131    Pick your number!
132    4
133    Your opponent is picking their number.
134    Their number is: 9
135    Roll again? Y/N?
136    Y
137    Your number is: 6
138    Your opponent now has their opportunity to roll.
139    Your opponent rolled a 5.
140    Player 1's Score: 14
141    No points this round! Player 2's Score: 2
142    NOW TERMINATED (exit value 1, total time: 2m 46s)
```

# Cross Reference for Project 1

You are to fill-in with where located in code

Chapter	Section	Topic	Where Line #'s	Pts	Notes
2	2	cout			
	3	libraries	8-11		iostream, iomanip, cmath, cstdlib, fstream, string, ctime
	8				
	4	variables/literals			No variables in global area, failed project!
	5	Identifiers			
	6	Integers	17-20	3	
	7	Characters	23	3	
	8	Strings		3	
	9	Floats No Doubles		3	Using doubles will fail the project, floats OK!
	10	Bools		4	
	11	Sizeof *****			
	12	Variables 7 characters or less			All variables <= 7 characters
	13	Scope ***** No Global Variables			
	14	Arithmetic operators			
	15	Comments 20%+	8-11, 17-22, 32, 36		5 Model as pseudo code
	16	Named Constants			All Local, only Conversions/Physics/Math in Global area
	17	Programming Style ***** Emulate			Emulate style in book/in class repository
3	1	cin			
	2	Math Expression			
	3	Mixing data types ****			
	4	Overflow/Underflow *****			
	5	Type Casting		4	
	6	Multiple assignment *****			
	7	Formatting output		4	
	8	Strings		3	
	9	Math Library		4	All libraries included have to be used
	10	Hand tracing *****			
4	1	Relational Operators			
	2	if		4	Independent if
	4	If-else	196-207		4
	5	Nesting		4	
	6	If-else-if	36-49, 67-85		4
	7	Flags *****			
	8	Logical operators		4	
	11	Validating user input		4	
	13	Conditional Operator		4	
	14	Switch		4	
	5	Increment/Decrement		4	
	2	While	38-44, 52-102	4	
102	5	Do-while		4	
	6	For loop		4	
	11	Files input/output both		8	
	12	No breaks in loops *****			Failed Project if included
***** Not required to show			Total	100	