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| priority | what | Description |
| Report Sections | | | | |
| 8 | Introduction | Title Page, Table of Contents and a introduction to what your game is | |  |
| 8 | Instructions/Rules | Even simple or obvious games should still break the rules down to a laments level | |  |
| 7 | Design Details | How you approached the problem both originally and by the end | |  |
| 10 | Flowchart | Flowchart the entire problem in either Gliffy or Lucidchart utilizing appropriate shapes | |  |
| 9 | Variable list | The purpose of every variable, a full name, program name and why it’s needed | |  |
| 8 | Research | Research done outside the book/class that was needed to complete your program | |  |
| 10 | Topics Covered | List of each topic included in your program | |  |
| 9 | Copy of the Code | Include a verbatim copy of your code in **Monaco** font | |  |
| Topics to Cover | | | | |
| 10 | Primitive Data Types | There will be at least 1 of each: bool, char, short, int, float **AND NO DOUBLES** | |  |
| 9 | System Level Libraries | Use: iostream, iomanip, cstdlib (for random), ctime (seed random) and string at a minimum | |  |
| 10 | Operators | Utilize: + - / \* % =, && ||, <= >=, ==, != Try: ++, +=, --, -=, %= | |  |
| 10 | Conditionals | Use: if, else if, else, while, do/while, for Validate User Input with (DO/WHILE) | |  |
| 9 | Menu | Utilize: switch statement to allow a user to choose from a list | |  |

TO DO LIST