

Scoring Design

Struct Player {

```
    Int score = 0;
    Int turnCount = 0;
    Int pointsAwarded;
    Character myChar;
    String guessChar;
```

}

void updateScore(){

```
    //if they guess the right character.
```

```
    If(player.guessChar == player2.myChar)
```

```
    {
```

```
        Player.score += 100;
```

```
        turnCount++;
```

```
        // Player wins the game!
```

```
    }
```

```
    //How much should the player earn??
```

```
    if(turnCount == 0)
```

```
    {
```

```
        pointsAwarded = 10;
```

```
    }else if(turnCount == 1)
```

```
    {
```

```
        pointsAwarded = 7;
```

```
    }else if(turnCount == 2)
```

```
    {
```

```
        pointsAwarded = 4;
```

```
    }else{
```

```
        pointsAwarded = 3;
```

```
    }
```

```
    //Get the number of characters the player eliminated
```

```
    Int numElim = getNumElim(); ← Should be from elimination design
```

```
    Player.score += (numElim * pointsAwarded);
```

```
    turnCount++;
```

```
/******OR******/
```

Certain percentage of the number of characters left.
For Example:

```
if(getNumElim() >= (.5 * getNumCharLeft()))
```

```
{
```

```
    pointsAwarded = 10;
```

```
}else{
```

```
    pointsAwarded = 5;
```

```
}
```

```
-
```

```
turnCount++;
```

```
/******OR******/
```

```
}
```