

Multiplication Game

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The Multiplication Game program is an educational tool used to make learning math, specifically multiplication, more fun and engaging. This tool is a simple mathematics game with a scoring feature that allows for competitive play with up to four players. An object is generated for each player storing a username the user decides. This is done by making an abstract player class that holds its name. Then overloading it with a class that will contain the score, game, and formatting. Then, using the created user, you run the game method which entails a series of random, (pseudo-random) done by instantiating a Random object and the Next method with a range of -100 to 100, multiplication problems which ends after three incorrect answers. Exception handling was used to prevent users from inputting the wrong format (letters in for numbers) and an if-else structure determines whether the answer is correct. An interface will also help you pass data between classes. The score is then formatted to a string along with its username and stored in an array. After all 4 players have completed their turns, write a loop to empty the array to the user and users can then compare scores.