Deal or No Deal

**Description:**

I have made a working version of the popular gameshow “Deal or no deal” that is played through terminal. The game is made from Ruby and uses a series of user inputs and matches them to corresponding data within arrays. The user chooses a numbered case that contains a hidden amount of money behind it, then systematically chooses more cases. The “Banker” will interject at certain points to offer the user a deal in the form of money. The deal may or may not be bigger then the users chosen case, so the user must make a choice on how they’d like to proceed. After all the cases have been opened, the user will open their own case.

**Identify the problem it solves and why you are developing it:**

The problem is that in order to get some quality entertainment on television, you have to wait till 5:30 when Deal or no deal is on, and within half an hour it’s over. My solution to this problem was to create the game show through ruby so Deal or no deal can be played at any time, anywhere. I’m developing this game because people should be able to feel the thrill of Deal or no deal whenever they choose to.

**Identify the target audience:**

The target audience for this app is generally everyone. It’s quite user friendly, doesn’t allow for incorrect inputs from the user, and can be played by anyone who just wants to kill some time or have some fun. There is no set audience, everyone is welcome.

**Explain how the target audience will use it:**

The user will have to have the latest version of ruby available, as well as dependencies that will be included in a prerequisites list. They will download the source code and follow the readme.md instructions to boot up the app, and follow the instructions within the game. The game will prompt the user every time it needs data, and the user will be informed and up to date with their choices and inputs.

Features

1. Feature one: The first feature of this game is a fully randomized assortment of cases and monetary value behind them. The user is prompted to pick a case between 1 and 15 and the case that is chosen will contain the same value as it had from the start. All cases are assigned their values right from the start of the game, so there’s no chance to cheat, or find a cases value before it’s been chosen as a user input.
2. Feature two: The Banker. The Banker will pop up periodically to offer the player a random amount of money. The user can either choose to input “Deal” or “No deal”. If the user takes the deal, the terminal will display the amount of money taken and the game will end. If the user decides that they don’t want the deal, the game will continue until the users case is opened or the banker comes back with another deal and the user decides to take it.
3. Feature three: Ease of play. The game has deliberately been coded to remember what cases have been opened, remember the values behind the cases and remember the users inputs on whether they want to take deals or not. If the user chooses to open one case, and later down the line forgets they’ve chosen that one and inputs the same case number, the game will prompt the user to choose another case, as they’ve already chosen that one before. The same goes for if the user inputs a value bigger then 15 or less than 0 when choosing a case, as well as inputting data regarding to taking a deal or not from the banker.