CPSC 121 SI Rules

Everyone starts off at level 1.

Players will max out at level 10.

Players can only level through quests and battles.

- Quests – Worksheets and programs that are assigned and must be returned correct to earn experience
- Battles – Programming contests, either ACM or scheduled.

Unavailable quests will be uploaded after the corresponding lecture.

*-key quests must be completed to move on to the next level quests

Level 1 = 0

> Quest 1 hardware/clean code – 100
> Quest 2 cout – 100
> *Quest 3 variables/cin – 150

Level 2 = 250

> Quest 4 Operators – 100
> *Quest 5 const/iomanip - 100
> Quest 6 Char/String input - 100

Level 3 = 500

> *Quest 7 if statement - 200
> Quest 8 nested if/logical operators - 200
> Quest 9 Switch statements - 200

Level 4 = 1000

> *Quest 10 Loops - 200
> Quest 11 Random Numbers - 200

Level 5 = 1300

> Quest 12 Functions – 300
> Quest 12.1 Pass by value/reference – 200
> *Quest 13 fstream -300

Level 6 = 1900

> Quest 14 Classes – 300
> More Classes - ?
> Structs - ?

Level 7 = ?

Arrays - ?
Arrays/class/structs - ?

Level 8 = ?

Recursion - ?

Level 9 = ?

Polymorphism - ?
Exceptions - ?
Templates - ?

Level 10 = ?