

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

*Loops - 200

Random Numbers - 200

Level 5 = 1300

Arrays - 300

*fstream - 200

Level 6 = 1700

Functions - ?

Pass by value/reference – ?

Local/global/static variables - ?

Overloading Functions – ?

Level 7 = ?

Structs - ?

Array of Structs – ?

Arrays in Structs – ?

Structs in Structs – ?

Classes – ?

Level 8 = ?

Recursion - ?

Level 9 = ?

Polymorphism - ?

Exceptions - ?

Templates - ?

Level 10 = ?