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.

\*-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 - ?  
break/continue - ?  
\*fstream - ?

Level 5 = ?

Arrays - ?

Level 6 = ?

Functions - ?  
 Pass by value/reference – ?   
 Local/global/static variables - ?  
 Overloading Functions – ?

Level 6 = ?

Structs - ?  
 Array of Structs – ?  
 Arrays in Structs – ?  
 Structs in Structs – ?

Level 7 = ?

Classes - ?

Level 8 = ?

Recursion - ?

Level 9 = ?

Polymorphism - ?  
 Exceptions - ?  
 Templates - ?

Level 10 = ?