Project 1: Jaws Game

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**Introduction**

Title: Jaws Game

Over the July 4th holiday, I saw a reshowing of the classic thriller movie “Jaws”. This inspired me to try to replicate the movie’s plot into a game that I will program.

Basically the program is a turn based game where the user has to battle a shark.

Every turn the program asks the user how they would like to attack the shark.

The harpoon does mild damage, the pistol does higher damage, and the barrels increase attack power as well as inflict mild damage.

Once the player or the shark reaches 0 health points the game will end.

**Summary**

Project size: 300+ lines

The number of variables: 20

Coding this game took around 4 days.

I did not have any major problems coding this game. However I did have a lot of trouble with closing braces, attack values, and returning huge values for the Player’s health as well as the shark’s health.

**Pseudocode**

Declare variables;

Introduce game background;

Quint’s song trivia; if correct + attack power;

(1) Shark attacks;

(2) Player chooses attack style and attacks;

Repeat (1) and (2) until player or shark dies;

Output winning/losing message;

**Version Updates**

V1 – Created and finished game

V2 – Cleaned up code a bit

V3 – added dice mechanics, critical hits, file i/o, and new ending

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Variable name | Description | location |
| integer | sAtk, pAtk | Attack powers | beginning |
| float | sHealth, pHealth  bHealth | Health of objects |  |
| string | fName, lName  lyric1, lyric2 |  |  |
| char | choice |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

**Major Variables**

You Win!

F

Shark attacks

Decrease shark Health

attack

T

Shark health > 0

Shark Health = 3000

Input

Name, attack type

Variable

Declaration

A

A

Function prototypes

Menu();

Global Constants

User libraries

System

Libraries

Iostream

Iomanip

Ctime

Cmath

Fstream

String

cstdlib

Name

Date

Purpose