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Program: A simple multiple choice game with different subjects: math, common knowledge quiz, simple text-based decision-making game.

MAIN MENU

CHOOSE A TOPIC

Quizzes to determine your personality

Use srand to cycle different outcomes

Generate random numbers and decide notation

+ , - , x , /

DECISION GAME

PERSONALITY

QUIZ

MATH

MATH TRIAL

Based on assignment from book -> only for +

Goal: Get different notation

Use random numbers to randomize math problems [X]

OR

Let user decide the type of math problem wanted

Use function for each math problem type and use switch in the math menu to call in different functions

Give 1 point for every right answer, total score will be shown in the math menu

Making a new score variable didn’t work

Calling a score counting function is too complicated. Need to find simpler way

10/25 realization: use class and static score variable, but it means redoing the whole math program

Randomize several congratulations and shame messages for humor and variety

TEXT GAME

Give various problems to user with 2 different choices of action for each, use srand to randomly cycle through different outcomes. This part could be highly luck-based and supposed to be taken for the humor and random wait-a-minute moments (not supposed to be taken seriously)

Topic:

* Finance management
* Everyday life problems
* First world problems
* Mild ambiguous scenarios

PERSONA QUIZ GAME

Cycle through 4 sets of questions with srand for variety.

Questions regarding imagining a situation and asking for your reaction. The personality results will be printed into a txt file titled

Psyche counter to count how much aggressive / considerate / indifferent

Might need class for the different psyche

Class persona

Private:

Aggressive: int

Considerate: int

Indifferent: int

\*as the persona scores

Public:

Question functions (5 or so)

Also a score counter and fucntion to show results