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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 for some common sense questions just for fun

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

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

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 aggresive / considerate / indifferent