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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

MIGHT BE CANCELLED DUE TO TIME

Use srand to cycle different outcomes

Generate random numbers and decide notation

+ , - , x , /

DECISION GAME

CANCELLED

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

Try using class for each math function to organize functions

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

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

Making a new score variable didn’t work

Make new class for point counting

10/25 realization: make class score for counting declared score variable, but it means redoing the whole math program

Randomize several congratulations and shame messages for humor and variety

Use another class Randomizer to randomize numbers for the math problems

Number randomizer need to be inside math function to generate new ones every time

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 (CANCELLED)

Needed to do some researching on personality test and psychology, not enough time.

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