Franklin Harvey

TA = Amber Womack

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Project 1

Description of Simple Python Game

This game is, essentially, a "guess the number" game with a few complications. The user gives his or her name. The user is told of what the most previous high score was, by whom, and when it was recorded. The user then chooses what range of numbers they'd like to choose from. Smaller numbers give less points, but larger numbers are much harder to guess correctly. Incorrect guesses cause the user to lose one point. After every guess, the system asks the user if they'd like to keep going. Nearly any input other than "No" will cause the system to go directly to asking for a range again. So, a user could just press a single number over and over again without repercussion. If the user surpasses 100 points, the system will call the "bonus round". The bonus round only has the user guess "1" or "2." A correct answer will double the users points. An incorrect answer will subtract half his or her points away. If the points dip back below 100, the system exits the bonus round. If the point total surpasses 10,000, the user automatically "wins." This causes the system to congratulate the user and store the name, score, and date.

The text file included will have, to start, one line so the system has something to read when called. Every subsequent high score will be stored on the next line from the previous. The system, when recalling the previous high score will read the last line.