**PROJECT 1**

**Title**

**WHO WANTS TO BE A MILLIONAIRE!**

**Course**

**CS-5**

**Section**

**46023**

**Due Date**

**7/21/14**

**Author**

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* **Introduction**

**This game program I have written owes its inspiration from a syndicated television quiz show called “Who Wants To Be A Millionaire”. As a youth I would watch the show with my family or friend and have an enjoyment out of it. The idea behind writing such a program was the thrill and suspense that I got watching the contestants use the limits of their wits and knowledge to overcome the game in hopes to winning a large sum of money.**

**Who wants to be a millionaire is a quiz show that was created by David Briggs, Mike Whitehill, and Steven Knight. It is an on-air program that last about 30 minutes during which a chosen contestant is asked a maximum of 15 questions. The questions asked by the host covers a wide variety of subjects. Though my program is not an exact duplicate of the game show it still has prominent elements of the original.**

* **Description**

**Project size: 430+ lines**

**# of variables: 11**

**# of methods: 11**

**My version of the game lacks the lifeline options as the original show has, however, I have constructed the program to come close to the real thing. When running the program the user is given a menu that is created by using a switch and Boolean statement. Once the user has selected choice 1 the game will commence. Option 2 will pull a txt file to show the rules of the game, and option 3 will end the program.**

**The only means of progression is by answering each question correctly. A question is followed by a multiple-choice style selection: A, B, C, and D. When the correct answer is chosen a prize money that increments will be given, and as well as the next question. This process is repeated until the user gets to the final stage, which is the 15th question. Answering this question correctly will end the game and the user will be awarded a million dollars.(imaginary)**

**3.Variables**

**Char userInput, int reward, ifstream nameFile**

**Char choiceA = A, int choice, string input**

**Char choiceB = B, ofstream outputFile**

**Char choiceC = C, string name1**

**Char choiceD = D**

**4. Approach**

**The game will begin with a menu option 1 will allow the game to commense.**

**It will only end if the user manages to get a question wrong or by choosing 3 as a choice in the menu.**

**The game has no time limit, this allows for the user to take their time to carefully pick out the correct answer.**

**If the user makes it to the final round and sucessfully beats the game the program will then ask the user to enter in their first name.**

* **PsuedoCode**

**User Libraries**

**Initialize Variables**

**Bool statement startgame = false**

string question1 = "In what year was RCC established ?";

string question2 = "What is the capital of Germany ?";

string question3 = "Who was the 26th U.S. President ?";

string question4 = "What element in the periodic represents PO ?";

string question5 = "What is the class code for the c++ progamming morning session ?";

string question6 = "In what year was the first manned mission to land on the moon ?";

string question7 = "Other than 'Global Variables', what is the sure way to fail the class ?";

string question8 = "How many pieces are in the game of chess ?";

string question9 = "As of 2012 what is the estimated world population ?" ;

string question10 = "What is the 5th planet in our solar system ?" ;

string question11 = "What is the largest animal on earth?" ;

string question12 = "In what year did the United States adopt its independence?" ;

string question13 = "What country today was ancient Babylonia" ;

string question14 = "How many seconds are in 2 minutes?" ;

string question15 = "What is the boiling point of water?" ;

**Menu**

* **Start Game**
* **Rules to the game**
* **Quits the game**

**Switch stamen (choice)**

***Case 1*: startgame = true**

**Break;**

***Case 2*: nameFile.open (“Rules.txt”)**

**If (namefile)**

**Gets the whole line of data from the file.**

**Else**

**If not able to read, a message will outputted “Error”**

**Break;**

***Case 3:***

**startGame = false means that if choice 3 is chosen the game will quit program**

***Default:***

**In case an invalid choice is given, for example 4 or 5, the user will be asked to try again.**

**While statement starts the game.**

**if**

**Question1 : A) B) C) D) Choose Answer $100**

**Question2: A) B) C) D) Choose Answer $200**

**Question3: A) B) C) D) Choose Answer$3000**

**Question4: A) B) C) D) Choose Answer $5000**

**Question5: A) B) C) D) Choose Answer $1000**

**Question6: A) B) C) D) Choose Answer $2000**

**Question7: A) B) C) D) Choose Answer $4000**

**Question8: A) B) C) D) Choose Answer $8000**

**Question9: A) B) C) D) Choose Answer $16000**

**Question10: A) B) C) D) Choose Answer $32000**

**Question11: A) B) C) D) Choose Answer $64000**

**Question12: A) B) C) D) Choose Answer $125000**

**Question13: A) B) C) D) Choose Answer $250000**

**Question14: A) B) C) D) Choose Answer $500000**

**Question15: A) B) C) D) Choose Answer $1000000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $32000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $32000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $32000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $32000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $32000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $1000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $1000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $1000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $1000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $1000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $1000**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $0**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $0**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $0**

**Else**

**Game will end**

**reward $**

**wrong answer, you have earned $0**

**return();**