**Deliverables: Due Monday, Feb 27. Save in Completed folder in your Student Save.** Project folder should include all source code, header files, documentation and design documents, and a Word document containing all design/documentation per the DIPO example provided in class.

**Evaluation:** 100 points.

* Meeting program requirements – 25%
  + Program executes with no errors
  + Output meets requirements of assignment
  + Output that is generated matches design
  + Output that is generated is accurate in calculations and results presented
  + Data validation and exception handling included where appropriate – EXCEPTION HANDLING NOT INCLUDED

22/25

* External documentation – 25%
  + Follows DIPO example presented in class
  + Pseudocode for all modules
  + Inclusion of all design components: program and module narratives, pseudocode, data dictionary, record layouts if needed, C++ function statements, and output design – ONLY PSEUDOCODE INCLUDED
  + Consistency within design components
  + Design components consistent with code – AS MUCH AS WAS PRESENT.

17/25

* Internal documentation and self-documenting code – 25%
  + Appropriate introduction comments to program and modules - NOT PRESENT FOR ALL MODULES
  + Use of white space for readability - GOOD
  + Explanatory comment lines – ONLY A FEW, NEEDS MORE
  + Appropriate and consistent identifiers (variables, constants, modules)
  + Easily identifiable header files with header guards - NO .H FILES OR HEADER GUARDS. (No points deducted since they were included in Lab 1.)

20/25

* Practicing sound software engineering principles – 25%
  + Program interaction and communication with user
  + Ease of software reuse through:
    - Header files and single-purpose modules
    - Cohesive functions with purpose clearly identified
    - Loosely coupled functions
  + Demonstration of proper file management and organization
  + 25/25

SCORE = 84/100.

Will Harris

Psuedocode

Webster

Program 1: My game

//DECLARATION

game 1() as a void

game 2() as a void

game 3() as a void

exit() as an int

userinput() as an int

//INPUT

Prompt "Welcome to my game menu in which you can choose from three games to play."

Prompt "please choose from one of the following choice and have fun!"

Prompt "press 1 for high and low"

Prompt "press 2 for story time"

Prompt “press 3 for Hangman "

Prompt "Press 0 to EXIT"

//PROCESS

Enter a number between 0-3

If 1 go to game 1

If 2 go to game 2

If 3 go to game 3

If 0 exit game.

Game 1()

//START

//DECLARATION

Choose as an int and set to 0

Randomnumber as an int

Tries as an int

Guess as an int

//INPUT

Prompt " You have choosen the game higher or lower."

Prompt " In this game you will try and guess the correct all real number between 0 - 100."

Prompt " the game will tell you whether or not you have guessed the correct number by either saying: "

Prompt “ you have TRIES remaining”

Prompt “enter a number”

//PROCESS

ENTER number

If number is to high: prompt “ number is to high”

If number is too low: prompt “ number is too low”

If number is correct: prompt “ congrats you won”

If they don’t guess the right number when tries are up prompt “ you lose, the number was…”

Return to main menu

Game 2()

//START

// DECLARATION

Age as a float

Color as a string

Eye as a string

Movie as a string

Name as string

Voice set to 1 as an int

Opinion as a string

//INPUT

Prompt "Please enter your age, example, 26 or 26.5."

ENTER your age

"please enter a color"

ENTER your color

Prompt "please enter your eye color."

ENTER your eye color

"please enter a movie with one word in the movie's name only"

ENTER your favorite movie

Prompt " please enter your First name"

ENTER your name

Prompt “choose a story of your choosing”

Prompt “ story 1”

Prompt “story 2”

Prompt “story 3”

Prompt “story 4”

Enter number between 1-4

//PROCESS

If 0 exit and go back to main menu

If 1 go to story 1

If 2 go to story 2

If 3 go to story 3

If 4 go to story 4

Prompt story 1

Prompt story 2

Prompt story 3

Prompt story 4

After each story prompt “did you like the story”

ENTER opinion

Prompt “well since I can’t read your opinion I hope you liked it”

Return to main menu

Game 3()

//START

//DACLARATION

Max tries as a constant int at 6

Letterfill declared as an int

Hangman declared as an int

Indata declared as a file stream

Letter set as character

Number of wrong guesses set to 0 and int

Word set as a string

State set to 1 and int

Rando set to int

Words set to string

//INPUT

Prompt “please choose what category you want for words you want to guess.”

Prompt "press 1 for animals"

Prompt "press 2 for countris"

Prompt "press 3 for random words "

Prompt "Press any number to exit to EXIT"

//process

Go to animals if choosen

Go to countries if choosen

Go to random if choosen

Inside each one

Choose a random word and then output it as the word for the hangman for people to guess

Then go to menu of game

Prompt “Welcome to hangman, Guess the word to live”

Prompt Each letter is represented by a star.

Prompt You have to type only one letter in one try

Prompt you have GUESS tries before your hung

ENTER Letter

If letter is right then prompt letter in where it is suppose to be placed

If letter is wrong prompt how many tries are left and a image of hangman

If you get it worng hangman hangs and you lose and out put word

If you win prompt congrats you win

Return to menu