COMP710: Studio Session 01 – Exercise:

EXERCISE NAME: *Game – "Simple" Dice*

Add a new C++ Project named "Simple Dice Game" to your "SS01" Visual Studio Solution for this exercise.

Using C++ create a simple game of dice based upon the following rules:

- Two players: one human, one computer AI.
- The rules:
  - Each player gets one turn per round.
  - On a turn the player rolls two six-sided dice.
  - The player that gets a double (or highest double) wins the round.
  - If neither player gets a double, the highest total wins.
  - If both players roll the same total, then it's a draw.
  - On the next round, the player swap turns.
    - Previous second roller is now the first roller… etc.
  - The game rounds continue, until the human player decides to quit.
  - There is one final requirement…
    - The computer AI must have a winning average of close to 70%.
    - However, the game should still appear random…
      - And hence fair to the player…

Before programming, start by creating a flowchart to document the logic for the game design.

Upon completion of the flowchart, implement a text-based version of game. Follow good programming standards for code layout whitespace, naming and commenting.

As you develop, commit your program's source code to your individual SVN folder – include the `.sln`, `.vcxproj` and `.cpp` files, and ensure you do not commit any build output files.