Task Description

The program stimulates a small, simple game for **five players.** It is a game of chance that allows players to bet on the outcome of the game. When the program starts, users are presented with **a game menu.**

When the game starts, each player, by default, **will be given £100** to start with. The program asks the first player to input her or his **name** and how much the player wants to **bet** (their **stake**). Next, the program **generates three random numbers** and **calculates the sum of these numbers** for the player. The program then repeats the process for the remaining four players until all have played.

After that, the program **identifies the final winner** based on who has **the biggest sum**. If by chance, there are two players having the same largest sum, then the program will identify both players as the final winners and reward them.

**The reward for the final winner** is **double the amount of money the winner bet**. For example, if a winner chose to place a bet of £10, then in the end, he will receive his original bet of £10 and will earn a further £20. His total would therefore be £120.

However, **for those who lose the game**, their **stake will be taken away** from their £100. The program will **display** the final winner’s name and the amount money each player has after the game.

In the final stage, the program allows users to choose whether or not they want to **save the game record to a file**. At the end of a game, the game menu appears again. Users are able to **restart the game for as many times as they want.**

Alternatively, they can choose to exit the game from the game menu. Users are also able to choose from the game menu if they want to **read the previous game record on the screen**.