Unit: Algorithm Writing

Day 6: Group Project

Do Now: Read through the descirption of each project with your groups and decide which project you would like to work on

Dice Game:

User places a wager and then rolls the dice. Both die are displayed on the form. User wins if the dice add to an odd number and loses if the dice add to an even number.

Hi/Lo Game:

User places a wager and selects higher or lower and then play round. A random number between 1-12 will then be generated. If the number generated is 7 you lose otherwise lower wins if the number is less than 7 and high wins if the number is greater than 7.

Both Games: If the user wins they double their wager if they lose they lose their wager.

Day 6-8 Agenda:

Group Project Assignment:

Part 1: Write an algorithm in word for the program

Part 2: Make a working project

Part 3: Present your code and form

Bonus:

- **Not allow user to enter invalid points**

- **Win if points = 2000**

- **Lose if points = 0**