AskAbout

(Jeopardy like game)

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CSC-5

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Introduction

Most will have heard of the game called Jeopardy! Which Jeopardy! is an American television game show created by Merv Griffin. The show features a quiz competition in which contestants are presented with general knowledge clues in the form of answers, and must phrase their responses in the form of questions. In my version, I call it AskAbout. I was trying to go for a catchy name, but similar to Jeopardy players are given a game table of different categories and different levels of difficulty. As they answer questions they will be awarded points, and when they finish the game they will be ranked on how many points they got. I believed this was a fun game that users could try and answer questions.

How AskAbout works

Objective of the game

The object of the game is to get as many points as possible by answering as many questions correct.

The Categories and questions are as follows

C++ Questions

- What primitive data type we are prohibited from using in Dr.Lehr's C++ class?
- TRUE or FALSE, according to Mark's Law it is better to always use the longest code possible.
- What type of variable can only be seen or accessed in a block of code, for example inside a function?

Movies Questions

- In the movie Toy Story, what actor plays the voice of sheriff Woody?
- Which block buster movie ends in tragedy when a ship attempts to voyage from England to New York?
- In The Lord of the Rings, Aragorn, one of the main protagonists, is also known by what name?

Animals Questions

- What animal in the horse family has white and black stripes?
- Which land animal can sprint up to 70 MPH in under 3 seconds?
- According to reputable institutions, which creature is the most venomous on planet Earth?

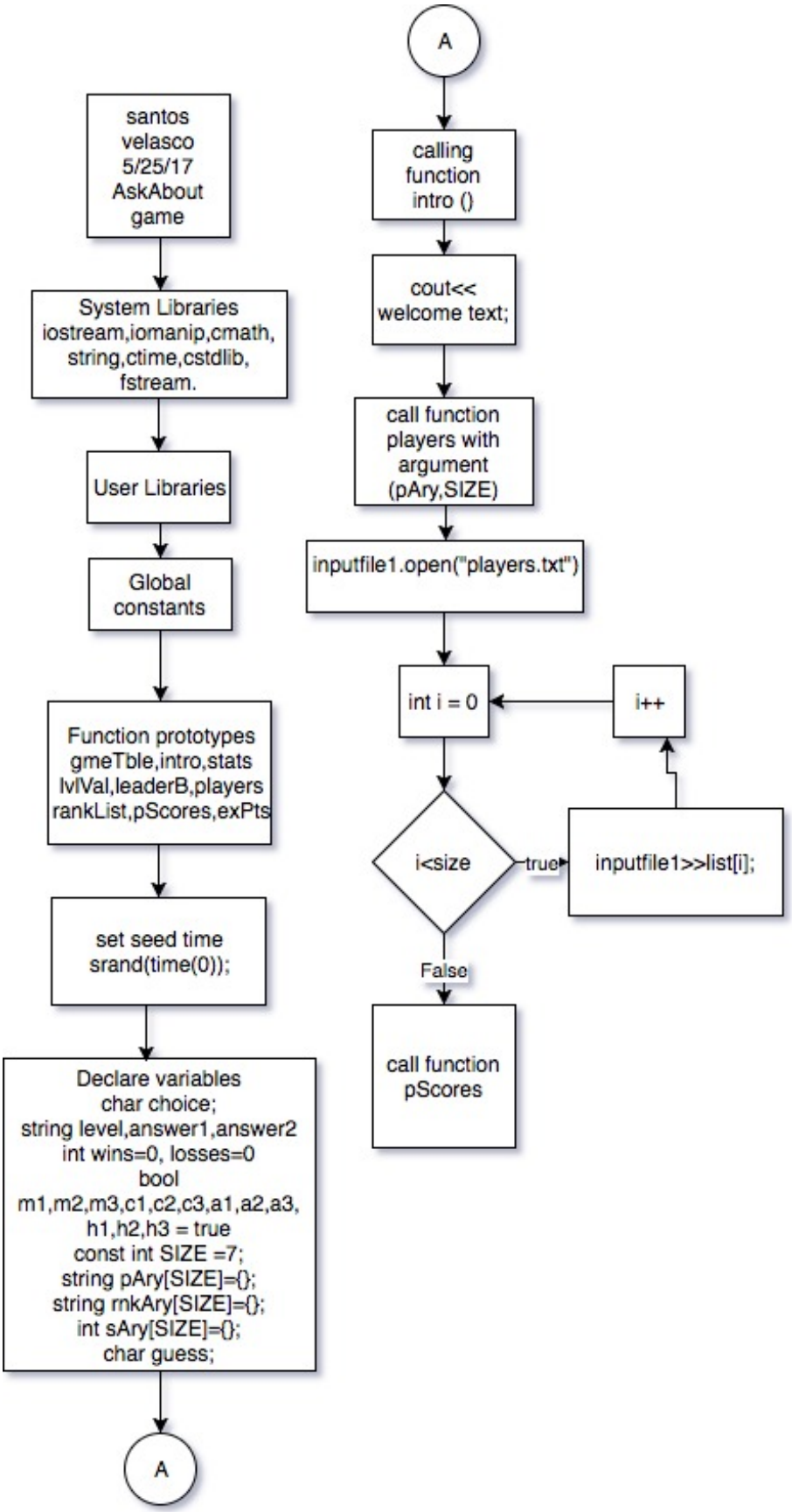
History Questions

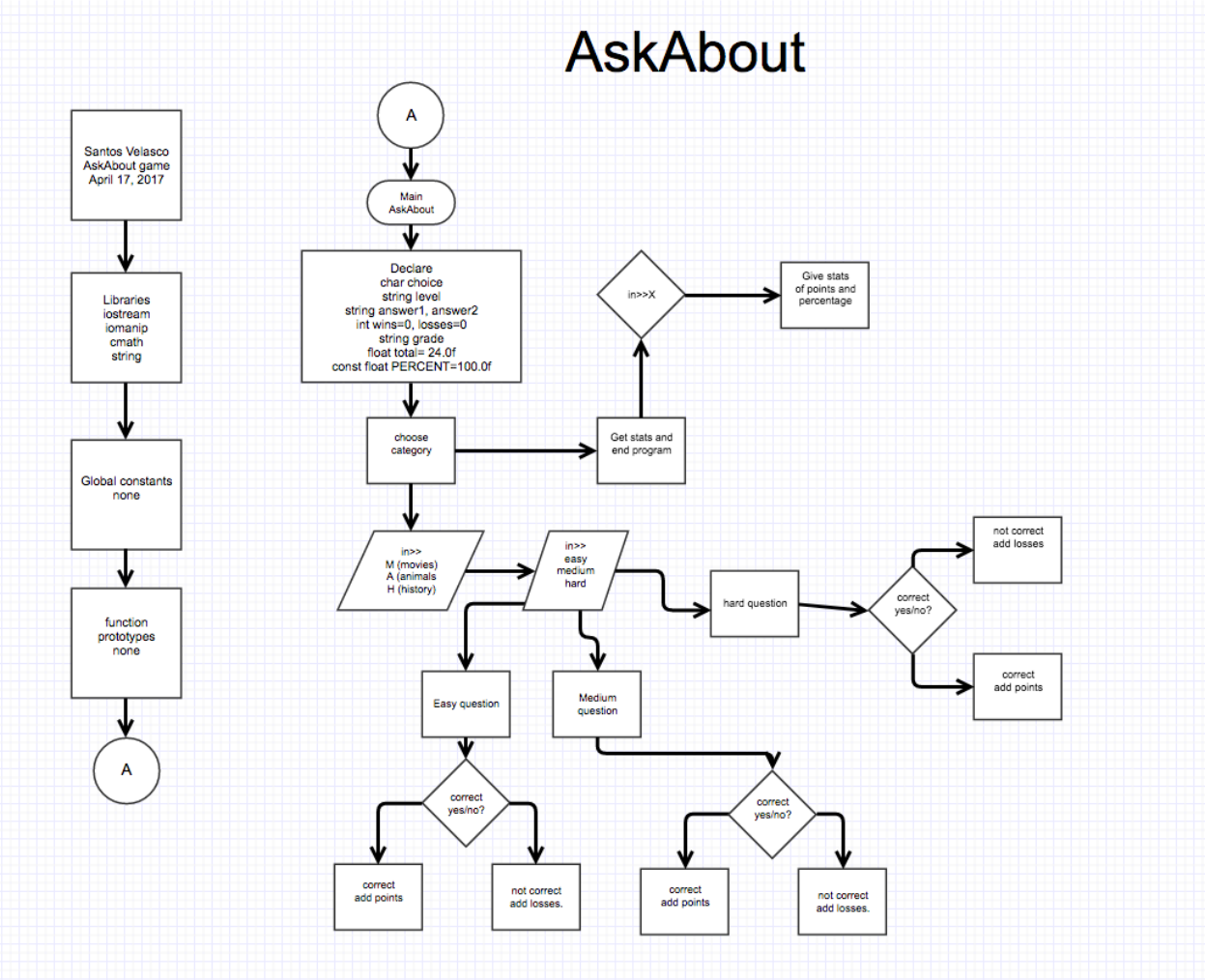
- Who is commonly accredited with the invention of the light bulb?
- The Statue of Liberty was given to the United States by what country?
- The period after the Civil War, 1865-1877, was what Era?

As the player goes through each question they will be given one try to answer the question, after they have attempted they will not be able to attempt the same question again. The player will either accumulate points or losses, statistics will be given at the end of the game showing who came in which ranking.

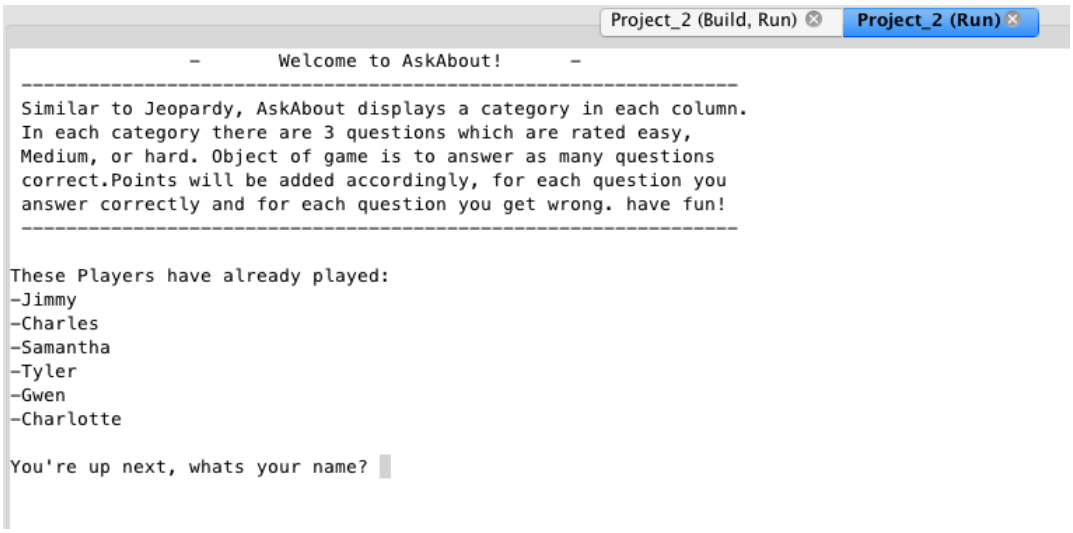
One addition that I have made to the game is the Guess challenge. The player will have to guess a number from 1-50 and if they get a number right they are awarded 25 points, which can boost them to first place.

Logic of the Game (Flowchart)


santos
velasco
5/25/17
AskAbout
game
System Libraries
iostream,iomanip,cmath,
string,ctime,cstdlib,
fstream.
User Libraries
Global
constants
Function prototypes
gmeTble,intro,stats
lvlVal,leaderB,players
rankList,pScores,exPts
set seed time
srand(time(0));
Declare variables
char choice;
string level,answer1,answer2
int wins=0, losses=0
bool
m1,m2,m3,c1,c2,c3,a1,a2,a3,
h1,h2,h3 = true
const int SIZE =7;
string pAry[SIZE]={};
string rnkAry[SIZE]={};
int sAry[SIZE]={};
char guess;
A
A
calling
function
intro ()
cout<<
welcome text;
call function
players with
argument
(pAry,SIZE)
inputfile1.open("players.txt")
int i = 0
i++
i<size
true
inputfile1>>list[i];
False
call function
pScores



Proof of working project




```
To choose a category, enter the character according to the column
For level of difficulty enter  'easy', 'medium', or 'hard'

     (C)            (M)            (A)            (H)
 ____________________________________________________________
|     C++     |    MOVIES    |    ANIMALS    |    HISTORY    |
|=============|==============|===============|===============|
|             |              |               |               |
|    Easy     |     Easy     |      Easy     |      Easy     |
|             |              |               |               |
|=============================================================|
|             |              |               |               |
|   Medium    |    Medium    |     Medium    |     Medium    |
|             |              |               |               |
|=============================================================|
|             |              |               |               |
|    Hard     |     Hard     |      Hard     |      Hard     |
|             |              |               |               |
 =============================================================
 *Enter X to exit game

Enter a category: C
Difficulty level: hard
What type of variable can only be seen or accessed in a block of code, for example inside a function? static local
Thats true. awarded 5 points
Enter a category: x

Your Statistics
---------------
Points: 5
Losses: 0
Total points possible: 32
Percentage out of total possible: 15.6%
You need to start reading some books!

 RANK    POINTS        NAME
_____________________________
 1st       32          Gwen
 2nd       30       Samantha
 3rd       25        Charles
 4th       18          Tyler
 5th       15      Charlotte
 6th       11          Jimmy
 7th        5         Santos

Want a chance to earn Bonus points?(Y or N) N
Ok, thanks for playing!

RUN FINISHED; exit value 0; real time: 32s; user: 0ms; system: 0ms
```

pseudo code

```
// Input - Output Library
//formatting
//math operators
// Required for the string class
//Seed time for random number generator
//Library for random number
 //User's choice for category as a character
//Variables to hold answers; then compare
//Integer Variables;to increment wins & losses
 //for M ?'s; if true it makes ? available
 //for A ?'s; if true it makes ? available
 //for C ?'s; if true it makes ? available
 //for H ?'s; if true it makes ? available
 //Size of parallel array
//Array to be filled with players name
//Array to be filled with players scores
//User response to Guess challenge
//Function to bring paragraph explaining Game
 //Let user know who has played the game already
//Invoking the function players() with an array argument; filling pAry[]
//Invoking the function pScores();filling sAry[] creating a parallel array
//Filling Rank Array list
   //displaying other players & asking user to enter name; pAry[6] initialize
   //Function to bring the game table to the front
//do-while loop for continual game play until all  are asked
//Have the user enter category choice
```

```
//while loop for input validation
//If statement; check if user exited game, if so, give statistics
//Function for statistics; wins and losses given as arguments
//Function for leaderboard called and displayed
//Users category choice will be directed by a switch case
//If 'M' directed to Movie category
//Ask user what level difficulty desired
//if level is 'easy' display the easy question.
//If m1 is false, question has been asked already
//if m1 is true, question has not been asked, so, ask question.
//Using a two string data type, the user enters a name
//If statement to check answer;
//Using the increment add a point to wins if correct
//setting Movie ? 1 to false, ? wont be available
//if level is 'medium' display the medium question.
//If m2 is false, question has been asked already
//if m2 is true, question has not been asked, so, ask question.
//Using a string data type, the user enters a name
//If statement to check answer;
//Using the increment add 2 points to wins if correct
//setting Movie ? 2 to false, ? wont be available
//if level is 'hard' display the hard question.
//If m3 is false, question has been asked already
//if m3 is true, question has not been asked, so, ask question.
//Using a string data type, the user enters a name
//If statement to check answer;
```

```
//Using the increment add 5 points to wins if correct
//setting Movie ? 3 to false, ? wont be available
  //setting Movie ? 2 to false, ? wont be available
//level uses a function to validate
//if level is 'easy' display the easy question.
//Using a string data types the user enters a name
//If statement; correct answer
//Using the increment add a point
//If user got the question wrong increment the losses
//Using else if level is 'Medium' display question
//Increment by 2 if answered question correct
//If user got the question wrong increment the losses by 1
//Using else if level is 'Hard' display question
//Increment by 5 if answered question correct
//If user got the question wrong increment the losses by 1
//if statement; if level easy display easy question
//Using a string data types the user enters a name
//Increment by 2 if answered question correct
//If user got the question wrong increment the losses by 1
//Using else if level is 'Hard' display question
//End of do while loop if all questions have been answered
//Bonus Round
//Exit stage right
//Array to hold random numbers
//Integer variable to hold number guess
//user guesses a random number
```

//Linear Search

//bubble sort

//outputting a file of leaderBoard results

//Displaying Leader board

//Welcoming introduction and Name of Game.

//Explanation of the game

//Instructions on how to play the game

//String that will generate critique response

//Total points available

//Constant float percent