

Lab 29 Project Proposal:
Title: Krazy Kreatures Collectible Cards

This project will simulate a fictional card collecting event, where a user is collecting cards of certain rarities during a convention. The convention is set to last 10 hours, and the user is given the opportunity to open “Krazy Kreatures” card packs every 24 minutes starting from the beginning of the convention to the end. Each card pack varies and has the possibility to contain cards with unique rarities, ranging from common, uncommon, rare, ultra-rare, and exotic cards. The user’s goal will be to collect as many high-rarity cards as they can within the 10 hour time frame.

A `std::map` will be utilized to store all of the unique, collected cards that the user obtains throughout the convention. The names of the Krazy Kreatures will represent the keys of the map, while the values will consist of `std::lists` which describes the rarity of the Krazy Creature, the set of moves that the Krazy Creature is capable of, and the monetary value of the Krazy Creature card.

Each Krazy Kreatures card packs will contain four random unique cards, each with varying rarities. The user will be opening these card packs, with a chance of collecting a previously collected card, as well as with the very slim chance of unpacking a card of high rarity.