

PG2 Lab Features

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# Required

Any features added must be documented. You should highlight them in this .doc and put this in your .zip for the final milestone.

**If this is not documented, then some features will not give bonus points.**

# Generic

* **Adding colors – 2 points**
  + Add some color to your console window!
* **ASCII cards (horizontal layout)– 5 points**
  + Draw out your cards on multiple lines in a row across the screen
* **Title screen – 2 points**
  + Add a screen that will serve as the splash screen for your game. Some sort of fancy ASCII art or logo.
* **Game menu using an arrow/cursor – 8 points**
  + Allow your menu to have a cursor that points to the currently selected option. Think back to most game menus. If you hit the down arrow, the cursor should appear at the next item down. This option MUST have the cursor wrap around should it go off the top or bottom. If you are on the last option and hit down, the cursor should appear at the top option and vice versa.
* **Adding sound (choose one)**
  + Adding sound via beeps – 2 points
    - Add beeps to your game for events. This could be anything, such as starting up the game, winning a hand, losing, etc.
  + Adding sound via wav files – 3 points
    - **This will require some research on your part.** Background music, title music, voice clips, all that sort of thing. Google and the MSDN are good starting points for this feature.
  + **Adding sound via mp3/ogg files – 8 points**
    - **This will require some research on your part.** Background music, title music, voice clips, all that sort of thing. Google and the MSDN are good starting points for this feature.
* Achievements (three minimum) – 6 points
  + Come up with some achievements for your game, and when a player meets the requirement, display some sort of notification saying that they unlocked it. These do NOT have to persist between game sessions, however there needs to be a menu available to see what achievements have been unlocked (and what’s still left to unlock).
* **Player inputting name – 2 points**
  + Have the game ask the player for their name, then use that everywhere you would normally see the human player’s name.
* Highscore file – 8 points
  + **This will require some research on your part.** You will need to save out all the scores to a text file in a format of your choosing. Something like player name followed by their winnings, or games won in a row, something of that nature. The end result will be similar to using cout. A good place to start is by searching “writing out to a text file c++” on Google.
* **Cheat codes as a combination of keys – 3 points**
  + Instead of just hitting a single key, make it so that you must hit two keys at once. As an example, instead of just hitting 1 to turn on not being able to lose, have it so the player must hit alt+1 instead.
* **Buffered input – 3 points**
  + When pressing a key, make sure that the input only works once, regardless of how long the key is held down.
* Sorting (choose one)
  + Hand sorting by number – 3 points
    - Arrange the cards in the player’s hands to be sorted with the lowest card on the left, ascending order.
  + **Hand sorting by number and suit – 8 points**
    - Arrange the cards in the player’s hands first by suits, then by numbers in the suits. As an example, a sample hand could be 2 of diamonds, 3 of diamonds, 10 of diamonds, 2 of spades, 5 of spades, 3 of clubs.