Play the Ponies Logic

Basic Logic for Single Game

[program this first, then expand; assumes there are lookup tables for Jockeys and Horses]

1. Main Program
   1. Hammer = Red
   2. EndNo = 1
   3. Run InputJockeys
   4. Run AssignHorses
   5. Run FirstEnd
   6. [Start MainLoop]
      1. Run InputResult
      2. Run ReportEnd
      3. If ResultNo = 9 End Program
      4. If ResultNo = 1-4 run ChangeHammer
      5. EndNo = EndNo +1
      6. Go to [Start MainLoop]
   7. End Program
2. InputJockeys:
   1. JockeyNo = 1
   2. Wipe existing data from Jockeys Table except JockeyNo
   3. [Start InputJockeys]

**Jockeys Table**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| JockeyNo | JockeyName | JockeyPhone | Balance | HorseNo | HorseName |
| 1 |  |  | 0 |  |  |
| 2 |  |  | 0 |  |  |
| 3 |  |  | 0 |  |  |
| 4 |  |  | 0 |  |  |
| 5 |  |  | 0 |  |  |
| 6 |  |  | 0 |  |  |
| 7 |  |  | 0 |  |  |
| 8 |  |  | 0 |  |  |

* 1. For JockeyNo, request user input and save:
     1. JockeyName
     2. JockeyPhone
  2. For JockeyNo set Balance=0
  3. JockeyNo = JockeyNo +1
  4. If JockeyNo < 9 go to [Start InputJockeys]
  5. Exit InputJockeys

1. AssignHorses:
   1. Randomly Assign ResultNo 1-8 to each JockeyNo 1-8 (no duplicates)
   2. Fill in HorseNo (as ResultNo) and HorseName (as ResultName) in Jockeys Table
   3. Confirm Hammer = Red else change it to Yellow
   4. Exit AssignHorses
2. FirstEnd
   1. JockeyNo = 1
   2. [Start FirstEnd]
   3. For JockeyNo text to JockeyPhone:
      1. Welcome to the racetrack, [JockeyName]!
      2. End 1 ([Hammer] hammer)
      3. You Have: [HorseName]
      4. Account Balance: [Balance]
   4. JockeyNo = JockeyNo +1
   5. If JockeyNo < 9 go to [Start FirstEnd]
   6. Exit FirstEnd
3. InputResult
   1. Request user to select Result from menu or drop down generated from Results Table

*Please enter result for End* [EndNo] *(*[Hammer] *hammer)*:

**Results Table**

|  |  |
| --- | --- |
| ResultNo | ResultName |
| 1 | Take 1 |
| 2 | Take 2 |
| 3 | Take 3 |
| 4 | Take 4+ |
| 5 | Blank |
| 6 | Steal 1 |
| 7 | Steal 2 |
| 8 | Steal 3+ |
| 9 | Game Over |

* 1. ResultNo = user’s selection
  2. Exit InputResult

1. ReportEnd
   1. JockeyNo = 1
   2. [Start ReportEnd]
   3. If ResultNo = 9
      1. Text to JockeyPhone:
         1. End [EndNo] Result: Game Over
         2. No bet
         3. New Account Balance: [Balance]
   4. If ResultNo = HorseNo
      1. Balance = Balance +7 (write to Jockeys Table)
      2. Text to JockeyPhone:
         1. End [EndNo] Result: [HorseName]
         2. YOU WON! (+7)
         3. New Account Balance: [Balance]
   5. If ResultNo <> HorseNo and <> 9
      1. Balance = Balance -1 (write to Jockeys Table)
      2. Text to JockeyPhone:
         1. End [EndNo] Result: [HorseName]
         2. You Lost :( (-1)
         3. New Account Balance: [Balance]
   6. JockeyNo = JockeyNo +1
   7. If JockeyNo <9 go to [Start ReportEnd]
   8. Exit ReportEnd
2. ChangeHammer
   1. If Hammer = Red
      1. Hammer = Yellow
      2. Else Hammer = Red
   2. Exit ChangeHammer

Potential Tables to be set up later:

* 1. Rinks
     1. Team No. [for convenience]
     2. Team Name [usually skip surname]
  2. Players
     1. Team No. [to link to Rinks table]
     2. Player Name
     3. Mobile Number
  3. Ends
     1. Draw No. [links to Games table]
     2. End No.
     3. Hammer [Red/Yellow]
     4. Result [look up in Results Table]
  4. Results
     1. Take 1
     2. Take 2
     3. Take 3
     4. Take 4+
     5. Blank
     6. Steal 1
     7. Steal 2
     8. Steal 3+
     9. GameOver [yes/no]
  5. Draw Sheet
     1. Draw No.
     2. Draw Day [Fri/Sat/Sun]
     3. Draw Time
     4. Sheet No. [1-5]
     5. Red Team [Team No.]
     6. Yellow Team [Team No.]