Project 1

<Monster Days>

CSC-5 48101

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**Introduction**

Title: Monster Days

“Tamagotchi” style game where the objective is to successfully raise a mysterious creature to adulthood by giving it proper care.

The game focuses on time and resource management. You must find a balance in what you will spend your time doing in order to properly care for your creature while also anticipating any unknown obstacles.

**Summary**

Project Size: ~650 total (~500 without story text and comments)

Number of Variables: 17 total

Some important concepts Included:

* Cin/cout (Line 53 and throughout)
* Looping (Line 67 and throughout)
* Input Validation (Line 86 and throughout)
* Switch/Case Branching (Line 105 and throughout)
* If/Else Branching (Line 281 and throughout)
* Boolean Statements (Line 281 and throughout)
* Functions (Line 481 and throughout)
* Reference Variables (Line 481 and throughout)

**Pseudocode**

Initialize

Declare Variables

Output Exposition Story

Initialize Variables

While stomach, happiness, and warmth are more than zero. While counter is less than 15

Output options menu

Input Choice

While choice is out of bounds

Ask for input again

Case 1

Increase money

Random event

Case 2

Increase stomach

Random event

Case 3

Increase happiness

Random event

Case 4

Increase warmth

Random event

Case 5

Go shopping

Increase counter by 1

If variables are more than 0

Output progression text

While stomach, happiness, and warmth are more than zero. While counter is less than 40

Output options menu

Input Choice

While choice is out of bounds

Ask for input again

Case 1

Increase money

Random Event

Case 2

Increase stomach

Random Event

Case 3

Increase happiness

Random Event

Case 4

Increase warmth

Random Event

Case 5

Go shopping

Increase counter by 1

If variables are more than 0

Output progression text

While stomach, happiness, and warmth are more than zero. While counter is less than 100

Output options menu

Input Choice

While choice is out of bounds

Ask for input again

Case 1

Increase money

Random Event

Case 2

Increase stomach

Random Event

Case 3

Increase happiness

Random Event

Case 4

Increase warmth

Random Event

Case 5

Go shopping

Increase counter by 1

If variables are more than 0

Output Victory Text

If variables are less than 0

Output GAME OVER text