

Assignment 1

Pass The Pigs

By Jiancheng (Jason) Xiong
CSE 13S Spring 2023

Due April 26th 2023, 11:59 PM

1 Purpose

The purpose of this assignment is to create a simplified version of the hit game Pass the Pigs.

2 Using the Program

In order to use the program, compile and run the file pig.c. It will ask for two inputs; the number of players and a random number generation seed. If no or incorrect values are given, the program will default to two players and the default seed 2023.

3 Program Design

The main program will be in the file pig.c and a list of names in names.h. In addition, the program will be using built-in libraries including stdio.h, stdlib.h.

4 Data Structures

The main data structures are the input names in the form of an array and the creation of a player structure used to store player names and score. The input array will be a list of player names saved as an array of strings.

5 Algorithms

Main Routine:

- Ask for input; number of players

- (optional) Ask for input; random number generator seed

- Iterate through the input player list, creating a score list that starts at 0 for each player

- For each player:

- While the number rolled is not equal to 0:

Generate a random number from 0-6
Award points based on value rolled by using a ordered
points list, giving the player points based on the index of the roll
Check if the point value is above 100, and if so proclaim the
player the winner of the game, as well as break the while loop
If no player has won at the end of the first iteration, reiterate through the list
until someone has won.

6 Results

TBA later

7 References

TBA later