Project 2 Story (Description/Instructions)

My program for Project 2 is a simple war game. It is one player against the computer.

The user will enter their name and then choose how many soldiers they would like to start with. The program will then make a random roll to determine how many enemies the computer will start with. There is a 25% random chance for the player to be granted a bonus lead in attack. If the player chooses nukes during the bonus attack, he runs a 50/50 chance to lose a random number of soldiers to fallout.

The player is started with 2-7 (randomly chosen) tanks, planes, and nukes each. The player is then presented with their menu of attack choices. The player will choose an attack. If the player chooses tanks, planes or nukes, the number of available is decremented by one. The program makes a random determination of how many enemies were killed.

It is then the computers turn to attack. (The computer has unlimited tanks, planes, and nukes. I know it’s unfair but hey, that’s life.) The computer has the same menu of attacks and randomly picks which attack it will use. The program randomly determines how many player soldiers are killed. Player is presented with a display of a random death message from a list of 10 messages that their killed soldiers scream.

Once player falls to below 10 soldiers, he is given a choice to attempt a recruitment drive or not. If he chooses so, the program will randomly generate from 1 to 25 additional soldiers. Player only has this chance once per game.

Turns go back and forth until either the player or computer runs out of soldiers. Upon that milestone the player is returned to the beginning of the program to choose how many soldiers they would like to start the new game with.