

CCPROG1 MP Questions (from the December 4, 2020 Friday Class)

1. About the Buy, Sell, and Make Options

- Players can **Make** and **Sell** Diffuser Oils (you CANNOT buy Diffuser Oils)
- Players can **Buy** and **Sell** Essential Oils

2. Can the player sell drops of the essential oils?

- Yes, but you cannot buy drops; the essential oil is per bottle

3. If the player chooses to go another place, does the day end?

- Yes

4. Are the prices fixed for each city or do they change each day?

- The prices of the items change every time

5. What actions can take one day to do?

- Buy, Sell, Make, Travel, Pay Debt, Loan; Day only ends when the player travels, therefore there is no limit to buying and selling oils in a day

5. For buying, the player can buy ingredients and bottles of essential oil?

- Yes (see Question 1)

6. Since the game will only exit if the player chooses "exit", every after 1 whole cycle (15 days) lang po ba magshoshow ulit yung options ng start game, top 10, and exit game?

- Yes

7. About Changing Settings (Optional)

- Days, ingredients, starting money, loan

8. The Exit Game Option (Optional)

- You can also add an optional option to exit the game in the middle of the game (in case there's something wrong with your code so you can fix it immediately)
- Exit game, then show the summary, then go back to the main menu

9. Is the freebie chance one roll per day lang?

- Yes, so when the player goes to the next city/first city, you can randomly generate if the player gets a free item or items before the player chooses their options
- If the player travels to another city, you can randomly generate item/items again

10. Is Final Amount = Cash - Debt, which can be used to determine if the player qualifies in the Top 10?

- Yes, after day 15, you can subtract the cash from the debt to get the final amount
- Top 10 Option - **Optional** (requires the use of **Files**)

11. About the Optional Settings and the Top 10

- Maximum of 20 bonus points; having optional settings or a top 10 list will not immediately grant you +20 pts., may be only +1, +2, +3, ...
- Make sure the game works first before adding the optional settings

12. Can you make your own headers for functions like keep the player functions and display functions on a separate file po and just #include it, instead of piling it on top or under the main function?

- Yes, you may
- Submit all files separately (header files and the main.c file)

13. Ms. do we need an inventory system po? like after making a diffuser oil, can the player save it for the next day to sell?

- Player can carry the diffuser oils to another place

14. Is there a limit to how much a player can carry

- No limit

15. About the Price Generation of Essential Oils

- Randomly generate a value based on the price range, and there is a chance it can be +, -, multiplied to a factor, or retain its value from the price generated
- Can make the prices of essential oils very high or very low

16. About the Charges on Creating Diffuser Oils

- If you create diffuser oils in Makati (Ex. Day 2) (Charge is from 80 to 100), you can get charged with 80. If you decide that you want to make more WITHIN the day, you will not get charged. If you, let us say, went to Manila (Day 3) then back to Makati (Day 4) and you want to make diffuser oils again in Makati, you will get charged with 100 (within the charge range).

17. Is it possible for the essential oils price to be negative?

- It cannot be negative. If it is negative, you can: retain the original price so that it will not be 0, or if price = 0, the essential oil is not available in a city
 - Player cannot buy or sell that essential oil [Suggested by Ms. Shirley]

18. Will the random value for making diffuser oils only be under its price range? no other operators?

- No operators for making diffuser oil changes

19. About using commands like `system("cls");`

- Indicate in the code or to Ms. About it; she will give instructions

20. IDE to use during the MP Demo

- Any; DEV-C++, Command Prompt, or other IDEs of your choice

21. About the Submission

- Upload the source code only in Canvas
- Sign - up in the schedule (soon) what time slot you want to do the MP Demo; Download the program, compile it, then run it

22. How would the game end?

- Ends after 15 days, show the summary stats of the player, then back to the Main Menu to play again or exit the game

23. Do we pick paths or is it already set in the code which way to go?

- The player chooses their own path

24. Will the charge of making Diffuser Oils each city change every day or will the randomized value at the start stay throughout the 15 days?

- Yes, they are randomly generated each day, from the prices of the Essential oils (EO), Diffuser Oils (DO), and the charges.

25. Time for MP Demo

- 10 - 15 mins.; 20 minutes demo slot

26. Can the user force to end the day?

- No. If the user did not travel, it is not the end of the day.

27. Is it considered as next day if the user chooses the same city where the user currently is? Or should there be no option of choosing the same city when asked to travel?

- The user cannot choose the same city.

28. What happens on the last day if the day only ends when the player travels?

- On the last day, if the player travels, it is the end of the game.
- You can choose to change the 'travel' option to 'end game'

29. About adding extra features/easter eggs

- Yes, as long as it does not affect how the program works
- If its other additional freebies, Yes

30. If I bought something at one place, can I sell it for a different price in a different place? kasi the buying price will change there?

- Yes; The selling price will depend on the price of that city.

31. Will bottles be automatically converted to drops right away?

- Yes

32. Will the stock - on - hand depend on the price in the new city?

- Stock - on - hand = number of drops at average acquired price
- New city gives the buy/sell price but not the average price
- Acquired price is based on average amount used to buy all those drops

33. So the average price is an indicator of how much the player spent to buy each drop?

- Yes; but the average price can be lower due to freebies (free drops)
- If the price is below 0 because of the free drops, set it to 0

34. Can you add features for the player to have freebies?

- Yes

35. About Diffuser Oils showing sa stock. How will you calculate the @average (price of Diffuser Oil) for it?

- (Refer to the Dec. 4 Jamboard + the Discussion Board on the computation for the avg. cost per drop of essential oil and cost per unit of Diffuser Oil)