

Project 2: Bunco

CSC-5 45562

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Introduction:

Title: Bunco Game

This game is like the popular game of bunco. Nine dice are randomly rolled and if the dice matches the round(eg. Round 1 rolled 3 one's then the user would score three points).

The program asks the user if they would like to play again and if the user chooses to quit then the program asks the user if they are sure they wish to quit. The number of games played and points are outputted to a file. The user may also play against up to three AI's.

Summary:

Project size: 355 Lines

The number of variables: around 20

The number of functions: 8

This project contains concepts learned from the previous chapters in the book. The project has been expanded on for project 2, by adding AI to play against. Originally I planned to create some sort of AI for the user to play against, however I struggled at programming the AI and I could not get it to work correctly so it had to be removed from project 1. However, it has been added back into project 2 as well as vectors being used to hold the dice values for the user and the AI.

Flowchart: See file in project folder

Pseudo Code:

Initialize

Explain the rules to the user

Ask the user if they would like to play against any AI.

The user may play with up to 3 AI

Prompt the user to enter '1' to begin the program

Depending on what they entered for number of AI the program enters a switch statement

Roll the user dice(and AI if the user chose to play with them)

Output to the screen what each dice rolled out, the number of points the user got, the round, and the number of games played and the AI's dice rolls and number of points.

Output the number of user points and games played to the save_data file.

Ask the user if they wish to run the program again

If yes the re-run the program, without the introduction or asking to start the program

If the user says no confirm that they wish to exit the program

If the user confirms that they wish to exit the program then exit the program

If not then re-run the program, without the introduction or asking to start the problem.