Project 1: 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.

Summary:

Project size: 202 Lines
The number of variables: around 20
The number of functions: 7

This project contains concepts learned from the previous chapters in the book. The project can be expanded on for project 2, by possibly creating a class for the die or 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 the project for now. Hopefully it can be added in for Project 2.

Flowchart: See file in project folder

Pseudo Code:

Initialize

Explain the rules to the user

Ask the user if they would like to begin the program

Roll the dice

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

Output the number of 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.