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Intro to Programming (CSCI 1310 - Rhonda Hoenigman)

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Project #1

My game is called Startup Tycoon and it simulates the experience of running a startup

for the user. The user runs it – they run `make` and then do `./main` – and is

immediately prompted for the name of the startup. Upon giving it a name, the user is

asked whether they'd like to provide an initial valuation and initial number of

employees. If they do, they are prompted accordingly. If not, it defaults to 0 employees

and a $100,000 valuation. From there the user can do several things in order to increase

and/or decrease the valuation of the company. For one, they're able to check the

valuation of the company. They're also able to hire a new employee by entering that

option; they can then subsequently check how many employees work at the company.

The primary mode of action in the game is choice #4: yelling at the employees. This

makes each Employee in the company either work or complain (random choice between

the two). If they work, certain things are done with the Intellectual Property of the

company (such as the Website or App) and the valuation increases (or decreases when

the app crashes). If they complain, the company declines in valuation. Both work and

complaints are logged in a displayed Office Productivity Log. A difference in valuation

from before/after yelling at employees is also shown. The user can also choose to create

a new website and/or app, which instantiates a new member within a struct called

Intellectual Property for them. They can also generate a record that their startup existed, which essentially writes to a file called LEGAL_RECORD_OF_[THEIR STARTUP NAME].txt with the metadata that their startup is comprised of and a legal signature. They can also quit.