Fishing game

Summary
This activity is designed to teach the participants of this activity how to do loops using the activity itself as an example of this function. The game like nature of this activity will help them learn 'for' loops by means of the turn order, 'while' loops will be learned as each game is a single while loop and 'if' statements by means of their success or failure to capture a fish. Using these simple concepts to demonstrate these concepts will make it easier on participants to learn them whilst they have some fun in the process.

Required components:
This activity requires:
1. A pool of water
2. A set of rods and fishable items
3. A set of score cards and writing utensils

Set up:
1. First get or set up a pool of water
2. Place the fishable item within the pool of water
3. Get rods and score cards.

The Activity:
1. Choose how many people are doing the activity
2. The game starts
3. Player X tries to capture one of the fishable items
4. Writes down if they caught it
5. Cycle though the players repeating steps 3 and 4 till there are no fishable items left
6. Announce the scores

Code Reference:

```
1     //global
2     int playernum = 0;
3     int ducks = 10;
4     int score[];
5     int fished;
6     //string fished;
7     Random rnd = new Random();
8     //the function
9     // main funtion
10    void main()
11    {
12        //number of players
13        //string num =console.ReadLine();
14        playernum =  rnd.Next(1, 5);/*num.parse;*/
15
16        while (ducks>0)
17        {
18            //turn order
19            for(int i=1;i<playernum;)
20            {
21                //chance
22
23                fished = rnd.Next(0, 2);
24
25                //scoring
26                switch(i)
27                {
28                    case i:
29                        if (fished =1)
30
31                        {
32                        ducks--;
33                        score[i]+=1;
34                        }
35                        break;
36                }
37                //restar turn order
38                if (i ==playernum)
39                {
40                    i=1;
41                }
42                else
43                {
44                    i++;
45                }
46            }
47        }
48        for(int p=1;p<playernum;p++)
49        {
50            console.writeline( "Player {0} fished {1} ducks out of the pool.", p, score[p]);
51        }
52    }
```