**Final Project**

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For my final project I developed a mini treasure hunting game in which the user has to answer 3 riddles correctly to win the 3 treasure that have been hidden throughout the world, but gathered together for one lucky treasure hunter skilled enough to figure out the riddles. The 3 treasures I decided on were what came to mind when I thought about the different layers of reality: spiritual, physical, and cosmic. Some of the treasure are from some of my favorite franchises, and as such the riddles have been adapted accordingly. My program consists of 3 files with 5 functions throughout them. The “main” function calls the other 4 functions sequentially. Function 2, 3, and 4 each ask the user a riddle and reward them with a treasure should they answer correctly. If they get it wrong the first time, they are given a max of 2 more chances before they lose the game completely and the program terminates. If the user manages to answer all 3 riddles correctly, they are given the meaning of life, as they’ve been proven worthy by gathering all 3 sacred treasure. The message is written directly to the console using MMIO to give it a more mysterious and special feel to it. Happy treasure hunting!