

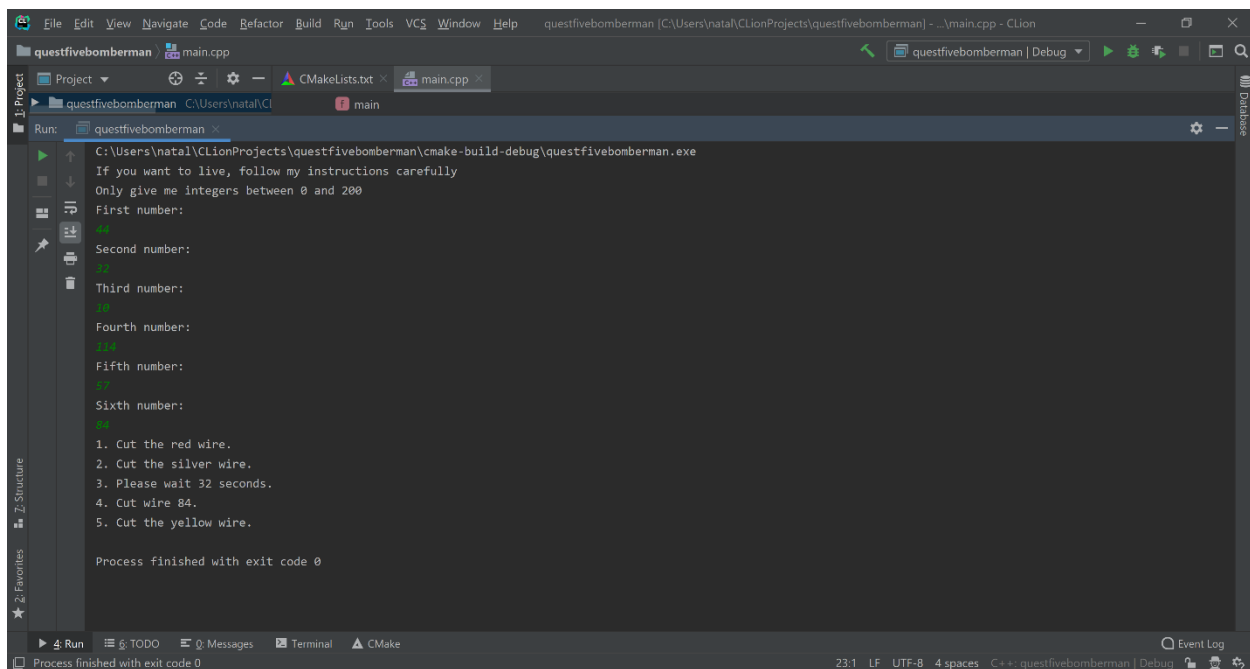
Quest Five - Bomberman

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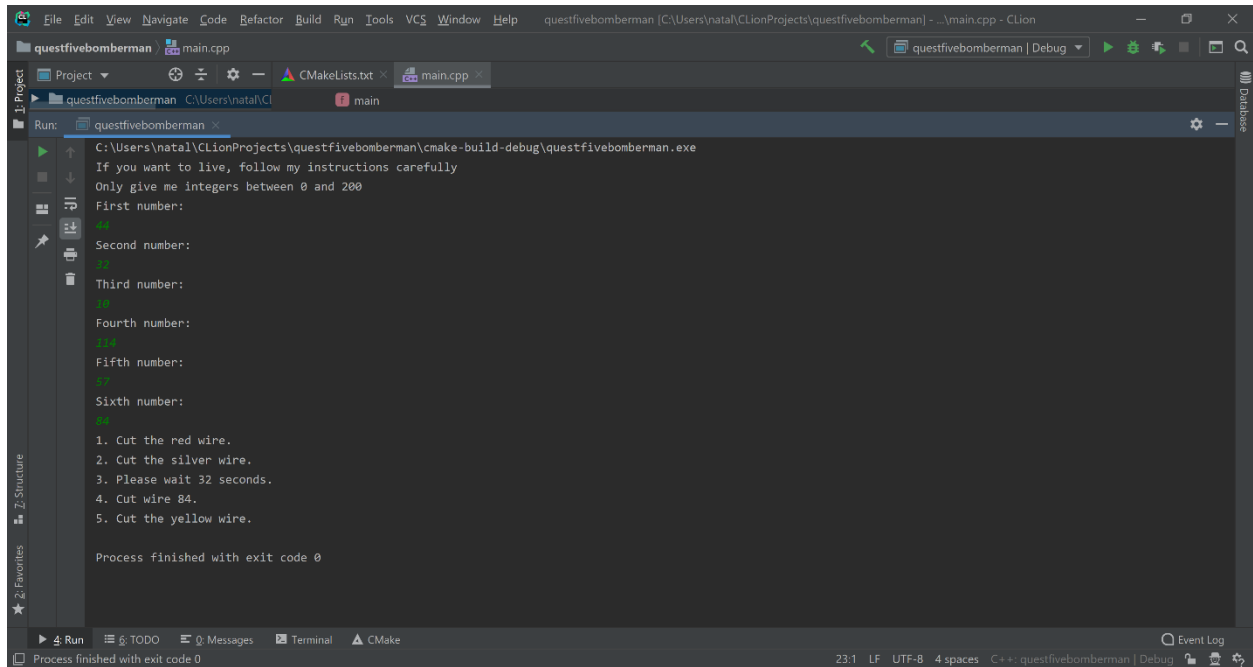
This program's main purpose is to provide specific instructions to the user on how to safely defuse a bomb. The instructions on how to diffuse a bomb, however, change according to the 6 integers the user types into the program. All of this is accomplished using several if and else statements. The integers the user inputs must be between 0 and 200 for the program to function correctly, and this detail is mentioned at the beginning of the program. The user then inputs each number individually, and once they've inputted all the six numbers, the five steps they need to defuse the bomb are displayed on the screen at once. They're labeled numerically, and each step is written on a different line in order to facilitate the user's reading. In the extended version of the code, shown in the last two screenshots attached to this README file, the program is slightly different. Instead of all the instructions being displayed on the screen at once, there is a 3 second countdown between each step so that the user can have enough time to read the instructions before the next command appears. In one of the steps, the user must wait a certain number of seconds, so the program counts down those number of seconds instead of the usual 3 second countdown between each step.

Figure 1: Basic version of the code, showing how the program functions.



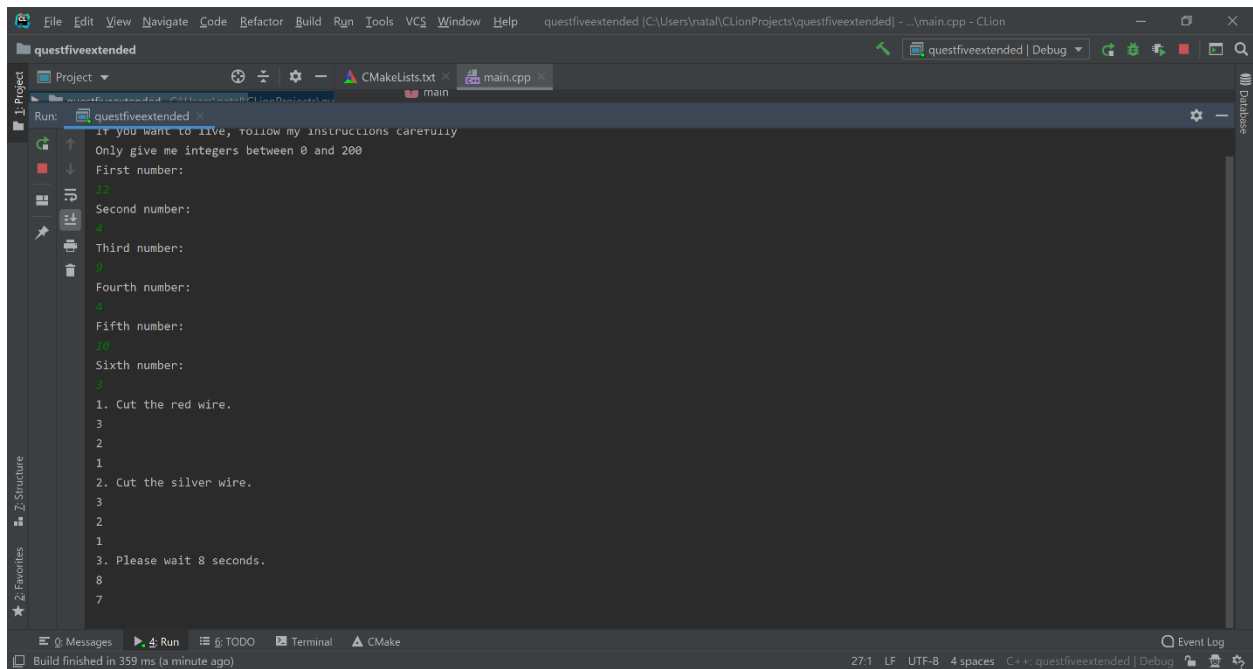
```
File Edit View Navigate Code Refactor Build Run Tools VCS Window Help questfivebomberman [C:\Users\natal\CLionProjects\questfivebomberman] - ...main.cpp - CLion
questfivebomberman main.cpp
Project questfivebomberman CMakeLists.txt main.cpp
Run: questfivebomberman
C:\Users\natal\CLionProjects\questfivebomberman\cmake-build-debug\questfivebomberman.exe
If you want to live, follow my instructions carefully
Only give me integers between 0 and 200
First number:
10
Second number:
20
Third number:
30
Fourth number:
40
Fifth number:
50
Sixth number:
60
1. Cut the red wire.
2. Cut the silver wire.
3. Please wait 32 seconds.
4. Cut wire 84.
5. Cut the yellow wire.
Process finished with exit code 0
Run TODO Messages Terminal CMake Event Log
Process finished with exit code 0 23:1 LF UTF-8 4 spaces C++ questfivebomberman | Debug
```

Figure 2: Another demonstration of how the basic version of the program works, with different inputted values.



```
questfivebomberman (C:\Users\natal\CLionProjects\questfivebomberman) - ..\main.cpp - CLion
questfivebomberman
main.cpp
CMakeLists.txt
main
Run: questfivebomberman
C:\Users\natal\CLionProjects\questfivebomberman\cmake-build-debug\questfivebomberman.exe
If you want to live, follow my instructions carefully
Only give me integers between 0 and 200
First number:
45
Second number:
13
Third number:
30
Fourth number:
134
Fifth number:
55
Sixth number:
84
1. Cut the red wire.
2. Cut the silver wire.
3. Please wait 32 seconds.
4. Cut wire 84.
5. Cut the yellow wire.
Process finished with exit code 0
```

Figure 3: Extended version of the code with the countdown



```
questfiveextended (C:\Users\natal\CLionProjects\questfiveextended) - ..\main.cpp - CLion
questfiveextended
main.cpp
CMakeLists.txt
main
Run: questfiveextended
If you want to live, follow my instructions carefully
Only give me integers between 0 and 200
First number:
13
Second number:
4
Third number:
3
Fourth number:
4
Fifth number:
30
Sixth number:
5
1. Cut the red wire.
3
2
1
2. Cut the silver wire.
3
2
1
3. Please wait 8 seconds.
8
7
```

Figure 4: Part 2 of extended version of code with the countdown

