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CSCI S-38 Summer 2018
Game Project Week 1

Deliverables: Submit one source file. Each problem should be in its own function.

Focus: Program flow, use of a simple if statement, random numbers

1. Fortune Teller

Your assignment is to implement a simulated "Fortune Teller". Prompt the user to ask the question that they most want answered. You will then give them one of 6 answers based on random selection. Note: you will need an if statement to complete this problem.

Possible answers are: "Not in your lifetime", "Maybe next week", "Yes!", etc.

Example Output:

```
What is your burning question?  > Will I get rich?

The fortune teller has answered:  Maybe next week
```

2. Shell Game

Ask the user which "box" contains the shell. Possible choices are 1, 2, 3, 4, 5. The user should be given two tries to find the shell. Note: you may assume valid input. In this case you can assume that the user enters a number between 1 and 5.

Example Output:

```
Where is the shell?  Choose box 1 – 5  > 2

That is incorrect.

You may try again.

Where is the shell?  Choose box 1 – 5  > 4

Correct!
```

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