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Rough Draft

Project: Number Guessing Program

Synopsis:

This program is a number guessing game which imitates the games usually played in casino. The player deposits a particular initial amount to start playing. The player is then prompted to guess a value between 1 to 10 inclusive and he also asked to enter an amount to bet on. If he wins he will get 10 times and if he loses the amount betted is deducted. It will continue to ask the player if he wants to play again.

Technical Specification:

It uses cstdlib to generate random numbers from 1 to 10 by using srand and ctime to seed to generate a random value every time it is called. Ctime returns a runtime values which is pass to srand to generate random-like numbers. It also writes to the file system to keep track of the spending and winning of the particular player.

Acceptance Criteria:

1. When the program launches it shows the title and ask for the player name which is use to keep a record of loses and wining.
2. It will ask for an amount to be deposited and then validate. If the amount is too small, it logs the user of.
3. If the amount is validated. It shows the user the rules of the game and then start the game by asking the user how much he wants to bet. If the amount is less than the betting amount it prompts the user to enter another value. It will continue to do so until the user enters a correct value.
4. It asks the users to guess a number between 1 and 10. If correct it will add the 10 times the betting amount to the actual amount and also if the user looses it will deduct the betting amount from the amount.
5. It will continue to prompt the user for a guess until the amount is 0 or the user quits.
6. The transaction is then written to the file with the user’s name amount won and amount loss.

Improvement

It writes on an already existing file which can only be read by the managers of the club

Output:  
 The amount left after the whole game.