Assignment 1 DESIGN.pdf

Description of Program:

This program simulates a turn by turn game of pig with players ranging from 2-10 players and having them roll the pig for points with 100 points being the winning condition. Each player begins their turn with throwing the pig and it can land on SNOUTER, RAZORBACK, JOWLER,TROTTER, SIDE with the number of times the pig can be rolled based on the outcome. If the player rolls a JOWLER the player gain 5 points, RAZORBACK and TROTTER earn 10 points, SNOUTER earns 15 points and rolling a SIDE earns 0 points and the players turn is ended

Files to be included in directory “asgn1”:

1. README.md: A file meant to show how to build and run the program and how the program handles bugs
2. Pig.c: The implementation of the program
3. Names.h: The list of the names that will be assigned to
4. Makefile: cleans up the file format tools and makes it more accessible
5. DESIGN.pdf: Describes the entire assignment along with all information regarding the program

Pseudocode / Structure:Get user integer input of number of “players” between 2-10 and if invalid input provided default message(“ Invalid number of players . Using 2 instead .\n") and default “players” to 2.
Get random seed and if given invalid seed provide default message(“Invalid random seed . Using 2021 instead .\n") and default seed to 2021.

Assign a list of scores length 10

While each int in array of scores <= 100:
Run a for loop iterating through the names and scores associated with them and add the points associated with each pig position until a cyclic fashion until one player wins.
Print the winner and end the game.
NOTE ABOUT THE PSEUDOCODE / STRUCTURE
int players: meant as an int asking for the number of players
long long seed: able to take large numbers and help identify invalid numbers for srandom()

Int i= helps to iterate through the names