CSE 13S Fall 2021

Assignment 1: Pass the pigs Design Document of Ruhin Gharai

What the game is:-

The game is a random dice game that uses the positions of a pig instead of a die. Each position carries points but one position has zero points. The user input the number of players that can play(2 players or more but less than ten). Then the user will need to launch the random seed generator by typing a number, this will launch the game to start and pass the pig begins. The pig will keep being rolled until the player gets pig position side, then it moves on to the next player. The first player who gets 100 points or more wins the game.

Pigs positions(7 sided die):-SIDE = 2/7 is zero points RAZORBACK=1/7 is 10 points TROTTER = 1/7 is 10 points SNOUTER = 1/7 is 15 points JOWLE= 2/7 is 5 points

Pseudo code:-Import name.h file Import stdbool.h Import inttypes.h Import time.h

Make the enums for the pig positions.

Make the array for the players and assign variables from the name.h file

Make points array and start all points at 0

First I will make a while loop to check if all the array values "points" are less than 100. If it's less than 100 the game continues.

Using a For loop go through each players turn

If the user inputs the player number less than 2 or more than 10 and IF statement will be put to give the default value as 2 and tell the user that the input is invalid

Do the srandom(seed)% to roll the pig. Use scanf to get the seed from the user. If the output for the random seed is not an integer , a printf() command will show an error message.

Use a while loop to continue the rolls until a player gets side then it breaks and goes to the next player. Using SWITCH statements, assign/add points for the given position of the pig when the random number is outputted. Type the pig position so the user knows which pig position the pig rolled to and give points depending on the position.

If the position is SIDE then the player turns end and the next player turn begins When the while loop is exited and someone has over 100 points, print a congrats message and the points they have with the winner's name provided.

- layout/structure of the program

// THis is enumerating of positions

// Make the array for the players and assign variables from the name.h file

//continue if less than 100

// Asking how many players in the game

While loop through each players turn

//trying to get random seed to start the game

// While loop to go through each turn

//Using Switch statements, assign/add points for the given position of the pig when the random number is outputted.

fixes I made :-

Import many new data type to make it work

Basically I made a lot of syntax errors

Made another while loop for the role

Do a separate while loop one for the names

Do boolean in the while loop to make it easier to make gameover