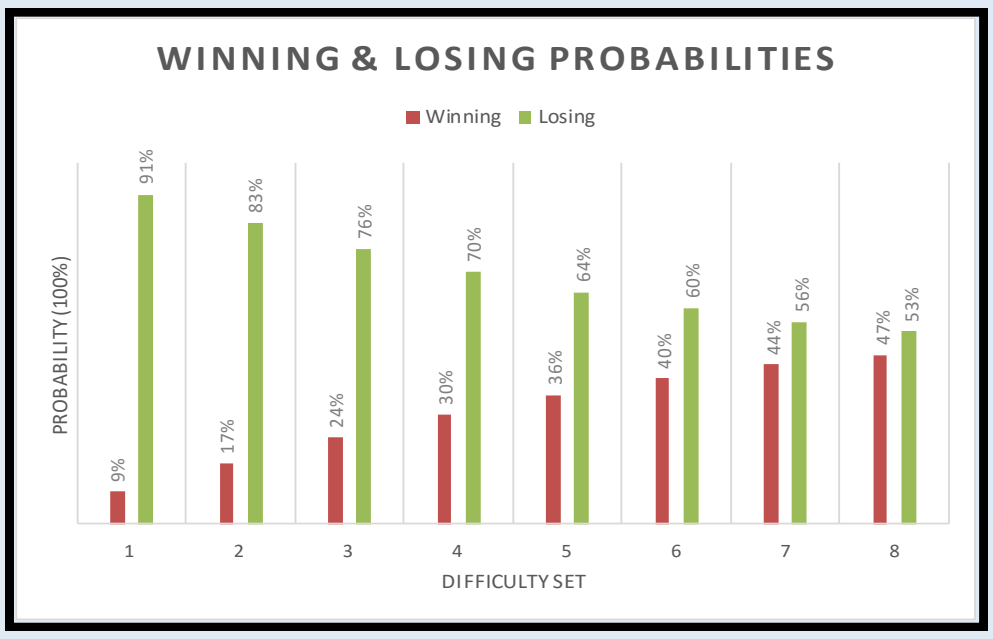
Created by: Selmane Tabet,
Omar Ijaz and Karam Abulrub

Find The Joker

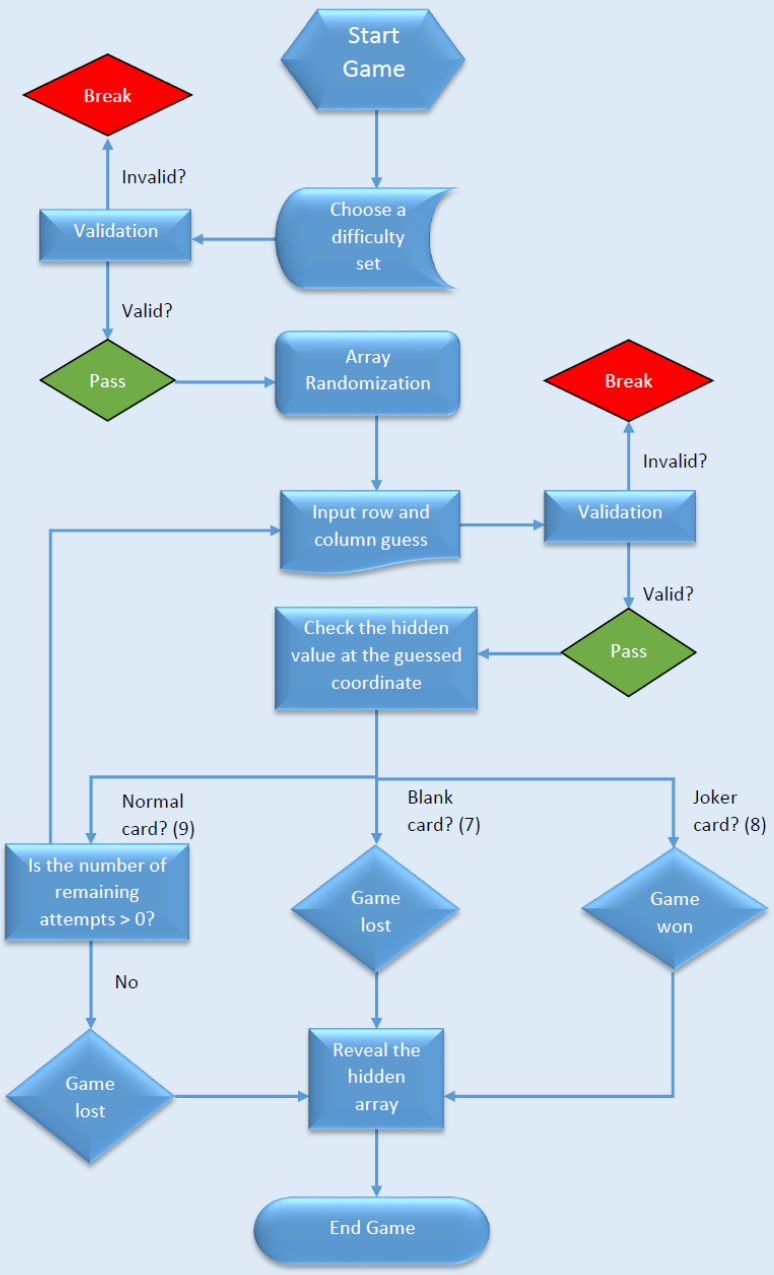
Find The Joker is a MATLAB-based guessing game in which the player has to guess the coordinates of the Joker card, hidden in an array of 6x9, in order to win. However, the player has to be cautious of another card that is buried in this array. If this "Blank card" is to be chosen, the user will lose the game regardless of the number of attempts they have left.

The folder in which our game is stored contain several user defined functions. In this folder, the Main.m file is the one which runs the game and calls all of the functions. In the creation of this game, we developed three different functions called: DifficultyCheck (the job of this function is to ensure that the user enters a valid level of difficulty), RowCheck and ColumnCheck are responsible for the validation of the row and column inputs, respectively.

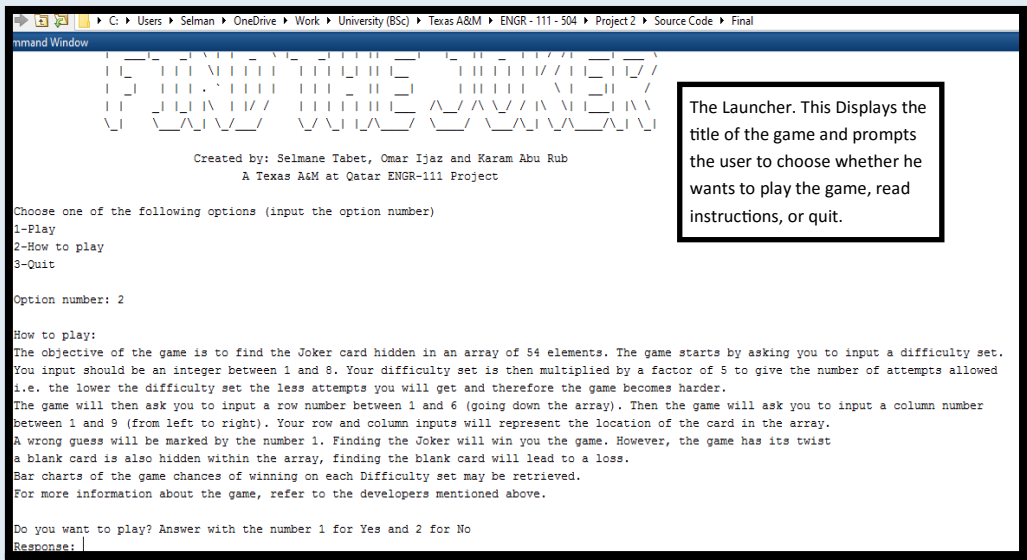
The following is a bar chart representing the odds of winning:



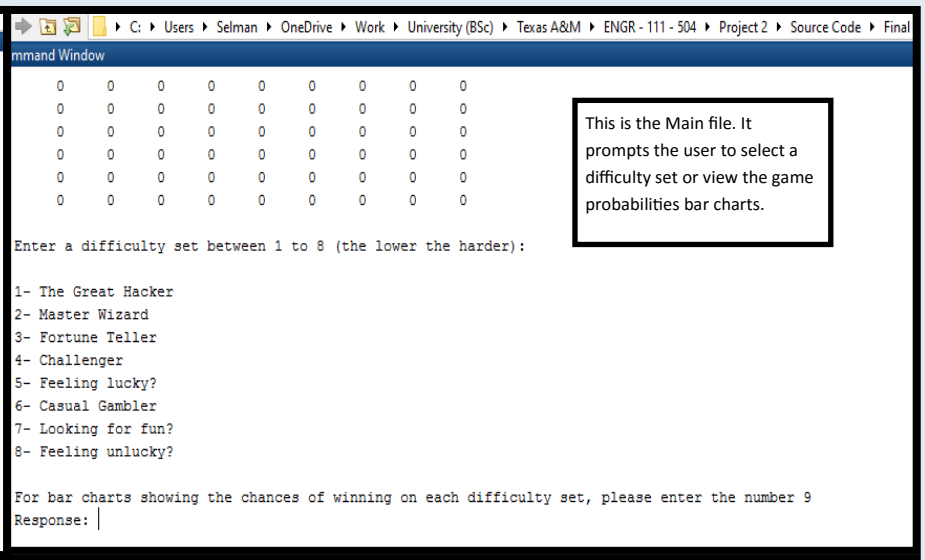
Find The Joker Logical Flowchart



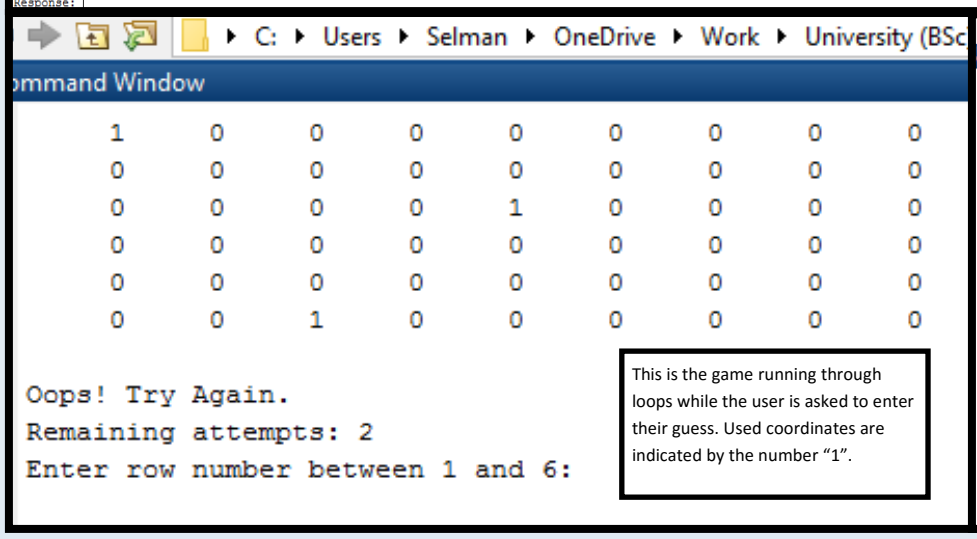
The following screenshots give a gameplay-preview of "Find The Joker"



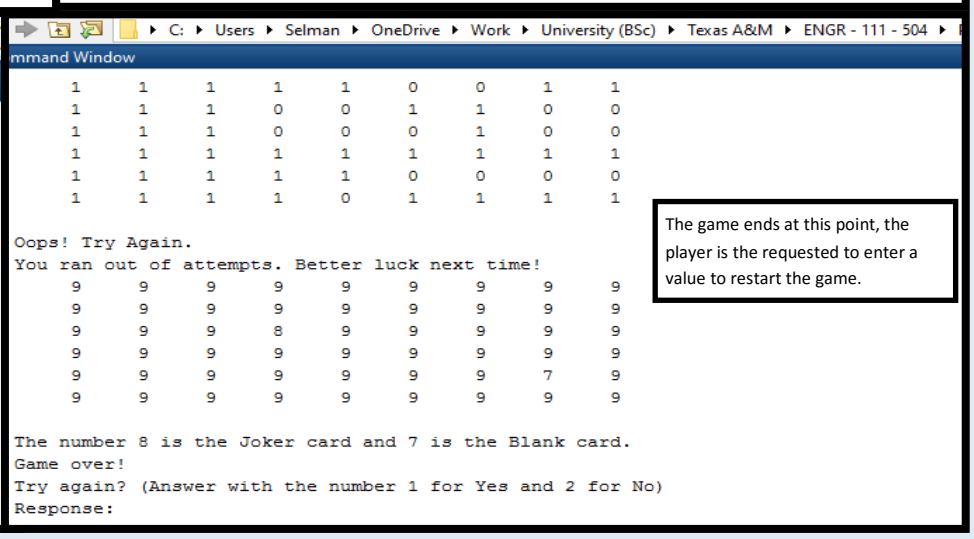
The Launcher. This Displays the title of the game and prompts the user to choose whether he wants to play the game, read instructions, or quit.



This is the Main file. It prompts the user to select a difficulty set or view the game probabilities bar charts.



This is the game running through loops while the user is asked to enter their guess. Used coordinates are indicated by the number "1".



The game ends at this point, the player is the requested to enter a value to restart the game.