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Project 3

NumberBubble Game

1. We need to create a game in which we can insert random numbers in a sequence, when there are two numbers in a row they are deleted from the sequence, when all numbers are deleted the game is over
2. Class NumberBubble-Stores variables and information to be used within the class and be called from the main
3. NumberBubble.sequence\_size=holds the number of elements currently in the sequence ,I incremented and decremented by the insertNum and delete num functions

NumberBubble.Num\_array- this is the array used to hold the values in the game, it is pointed to with a pointer and manipulated by the functions within the numberbubble class

NumberBubble.finish-This variable is to determine whether the game is over or not, it turns to true when Num array is empty

NumberBubble::PrintTurn-This function is used to print out the UI and also calls InsertNum and Delete num from within it to manipulate arrays, this function is run in a while loop in the main to run while finish isn’t equal to true

NumberBubble:InsertNum-used to insert number into the numberbubble list by creating a new array and shifting the existing value and implementing the new value as well,sequence size has one value added to it

NumberBubble:DeleteNum-runs after insert num, checks the updated Numarray for values that are the same 2 in a row it removes those 2 numbers and once again shifts them to an updated array which is put back into num array,sequence size is then subtracted 2 values

1. PSEUDOCODE:

Initilize class and constansts for sequence size etc

In main create game object

Initilize while loop to start turns

Run turns call insert and delete num functions to manipulate the arrays

Repeat until array is empty

Once array is empty game.finish= true

Once this = true the game is over

d.

e.

f.

g.

Pointer -you during office hours

Class definition stuff-you office hours