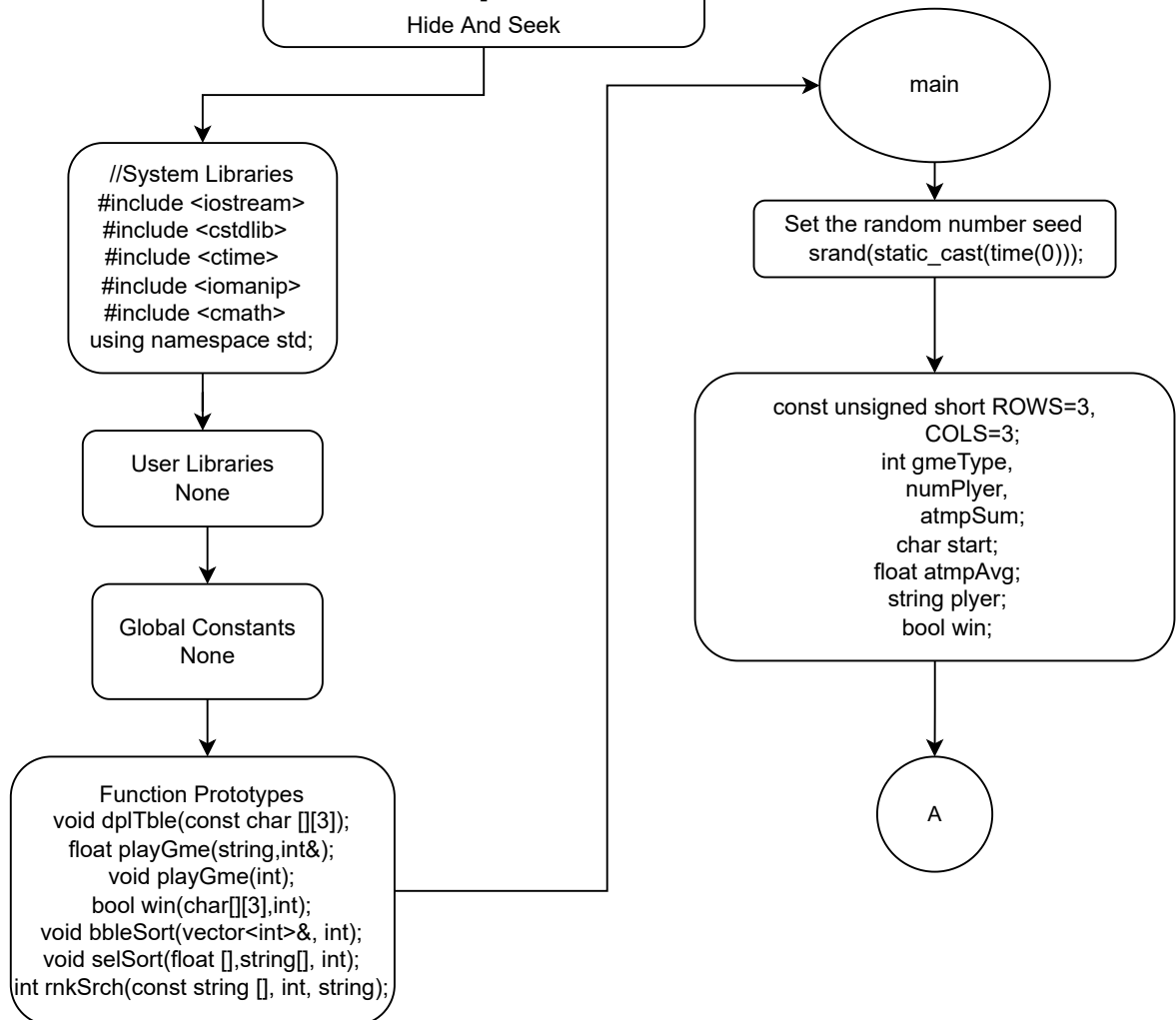
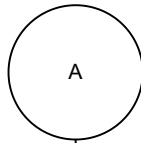


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Purpose: Flowchart for Project 2
-
Hide And Seek





cout<<"Would you like to play a simple hide and seek game?"<<endl;
cout<<"Enter 'y' to start or 'n' to exit : ";
cin>>start;

start=='y' || start=='Y'

true

cout<<endl<<" Game starts! "<<endl<<endl
cout<<"Enter 1 or 2:"<<endl
<<"1. Single Player"<<endl
<<"2. Multiplayer"<<endl
cin>>gmeType;

gmeType!=1 && gmeType!=2

true

cout<<"Invalid choice. Enter [1-2]."<<endl;
cin>>gmeType;

false

gmeType==1

true

cout<<"Enter player's name: "
cin>>plyer;
playGme(plyer,atmpSum);

false

gmeType==2

true

cout<<"Input number of players: ";
cin>>numPlyer;
playGme(numPlyer);

start=='n' || start=='N'

cout<<"Exiting. See ya
later!"<<endl<<endl;
exit(0);

cout<<"Invalid choice!
Please try again."
<<endl<<endl;

start!='n' && start!='N'

void dplTble(const
char table[][3])

```
        cout<<"\t | | " <<endl;
cout<<"\t "<<table[0][0]<<" | "<<table[0][1]<<" | "<<table[0][2]<<" " <<endl;
        cout<<"\t | | " <<endl;
        cout<<"\t | | " <<endl;
cout<<"\t "<<table[1][0]<<" | "<<table[1][1]<<" | "<<table[1][2]<<" " <<endl;
        cout<<"\t | | " <<endl;
        cout<<"\t | | " <<endl;
cout<<"\t "<<table[2][0]<<" | "<<table[2][1]<<" | "<<table[2][2]<<" " <<endl;
        cout<<"\t | | " <<endl<<endl;
```

