

Project 2

<Hide And Seek-Expanded>

CSC-5 46687

Name: Triet Huynh

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Introduction

Title: Hide and Seek

The project is a simple hide-and-seek game that is available in single-player and multiplayer modes.

Upon starting, the player(s) is introduced to a board of nine slots and will have to guess which one is the correct slot that the machine is hiding.

Summary

Project Size: Around 380 lines.

The number of variables: about 15

The project took about two days to code and a few days to produce the idea. I did not have much problem with coding after having steps laid out and pseudocode written.

How the game proceeds:

-Originally with single-player mode, the player will have three rounds and as many attempts as it takes to find the hiding spot each round. After each attempt, the game will display the game board with the slot updated as "0" if guessed correctly and "X" otherwise. The program will store the attempts each round in a file named after the player as a record, and it will calculate and announce the average attempts it took per round to the player.

-The project has been expanded into project 2 as we introduce a multiplayer mode and let the players compete to see who wins with fewer attempts on average to locate the hiding slot. A ranking system also has been added to show the players' ranks based on their average attempts.

CROSS REFERENCE FOR PROJECT 2

Chapter	Topic	Where Line
2	cout	51,52,55,56,etc
	libraries	9,10,11,12,13,14,15
	variables/literals	38-47,etc
	Identifiers	38-47,etc
	Integers	40,41,42,etc
	Characters	43,112,285,286
	Strings	45,278,279
	Floats No Doubles	44,104,281,348,etc
	Bools	46,267
	Variables 7 characters or less	all
	Comments 20%+	throughout
	Named Constants	97,98
3	cin	58,66,70,etc
	Math Expression	112,261
	Type Casting	261
	Formatting output	262,303,304,305
	Strings	45,278,279
	Math Library	261
4	Relational Operators	53,60,64,68,110,etc
	if	270,338,354,etc
	If-else	121,123,127,133,etc
	Nesting	53,64,68,etc
	If-else-if	53,73,76,etc
	Logical operators	53,60,64,68,110,etc
	Validating user input	59,120,310,325
	Switch	125
5	Increment/Decrement	124,268,269,289,302,etc
	While	60,257,311,236,374
	Do-while	49,117,315
	For loop	110,268,269,etc
	Files input/output both	107,252,254,255,256,000
6	Function Prototypes	24-30
	Pass by Value	67,71,293
	return	264,271,274,382
	returning boolean	271,274
	Global Variables	NONE
	default arguments	277
	pass by reference	25,28,67,293,298,334
	overloading	25,26,96,277
7	exit() function	75
	Single Dimensioned Arrays	282,283
	Parralel Arrays	282,283
	Single Dimensioned as Function Arguments	299,318
	2 Dimensioned Arrays	111
	STL Vectors	284
	Passing Assays to and from Functions	267,299,318,347,etc
	Passing Vectors to and from Functions	298,347
8	Bubble Sort	298,334
	Selection Sort	299,347
	Linear or Binary Search	318,370

-Opening Comments (name, author, date, purpose)

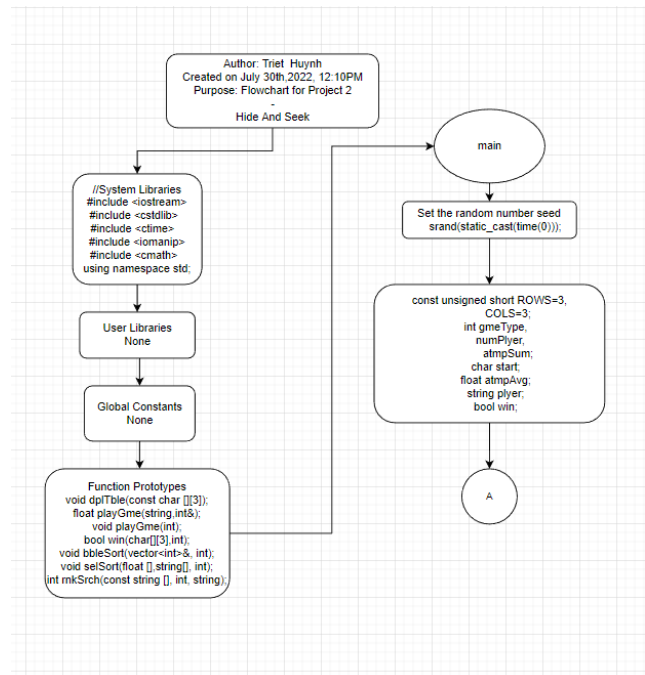
- Libraries, namespace std

-Function Prototypes

-Main Function

Set random number seed

Declare Variables needed for main



Display games start message and
Get user input into 'start'

If start is 'y' or 'Y'

Prompt user for single or multiplayer

Verify input with while loop

If single player,

Prompt user for their name & call single-player game function

If multi-player,

Prompt user for number of players

Call multi-player game function

Else if start is 'n' or 'N'

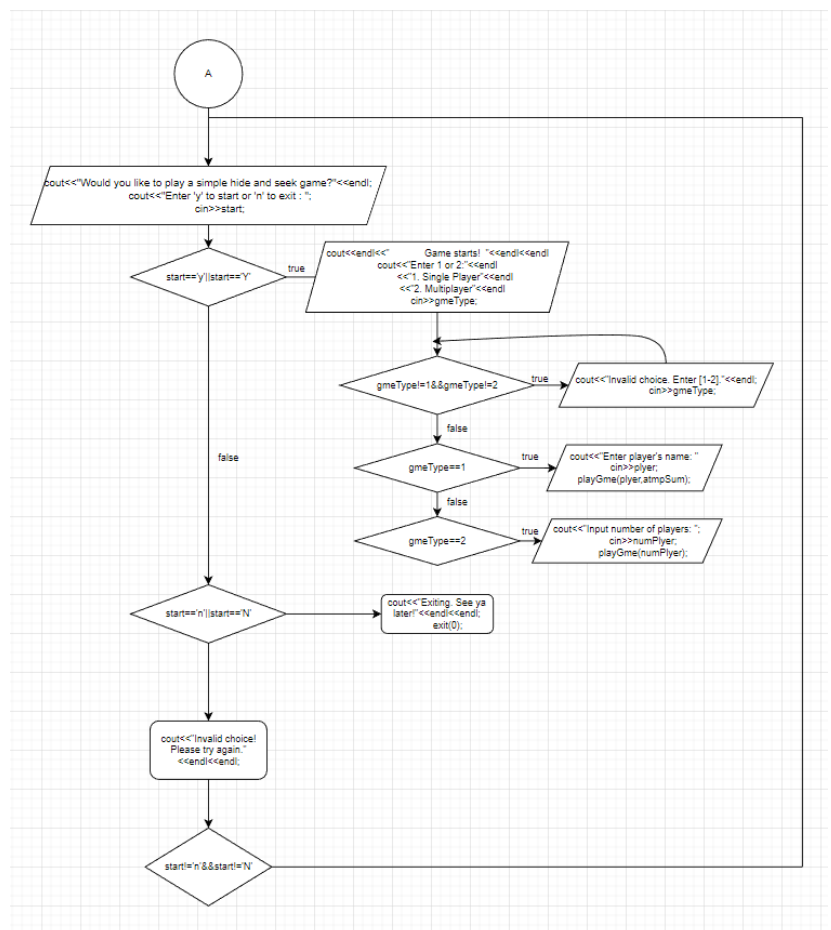
Display goodbye message and exit

Else

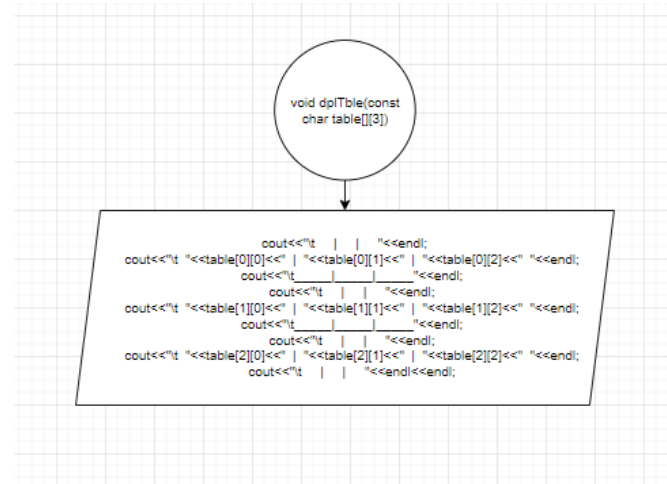
Invalid input

Repeat this in a do-while loop until

Player inputs 'n' or 'N'



- Display table function
 - Pass in 2D table array and
 - Output the elements in rows and cols



- Single player game function

Declare and initialize variables needed

Output game rule

Open file to write data to

Use for loop to run 3 game rounds:

Generate a random number

1-9 as hiding slot

Set attempts to 0

Display game table with slots

1-9

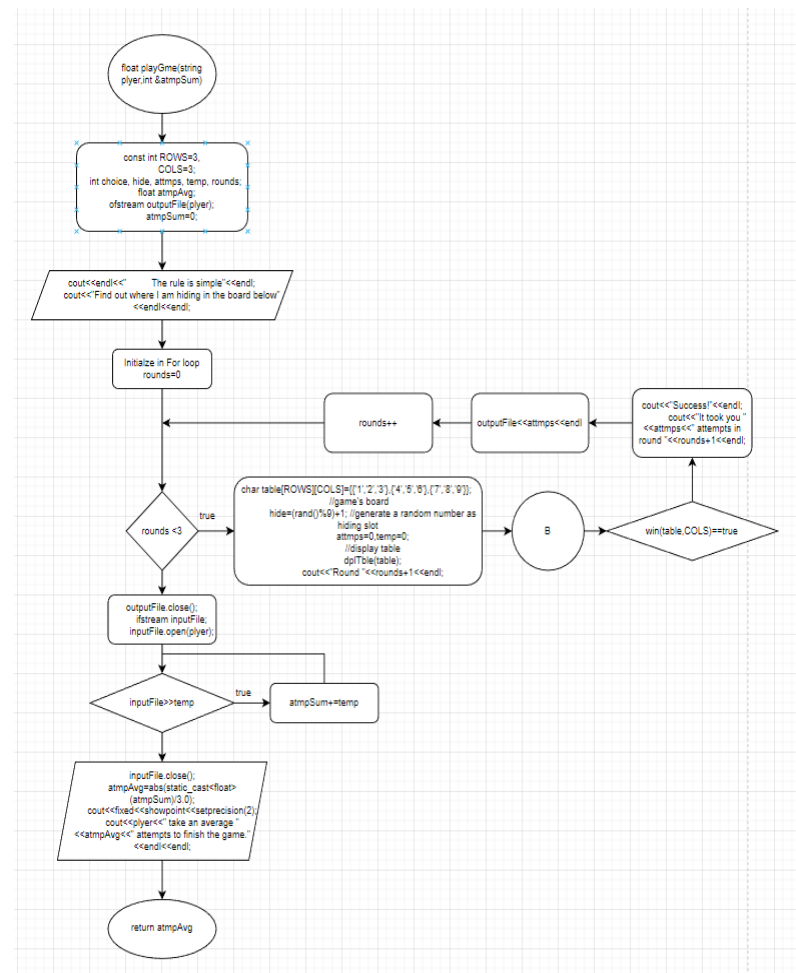
Initialize a do-while loop

Prompt user for their guess input

Validate input

If input<1 and input>9

Display error and prompt user to try again



If input is in range 1-9,
Increment attempt

If input does not match hide,
Replace slot with 'X'
Display updated table

If input matches hide,
Replace slot with 'O'
Display updated table
Display success message
Round ends

Loop these steps until user guesses
Correctly and move onto next round

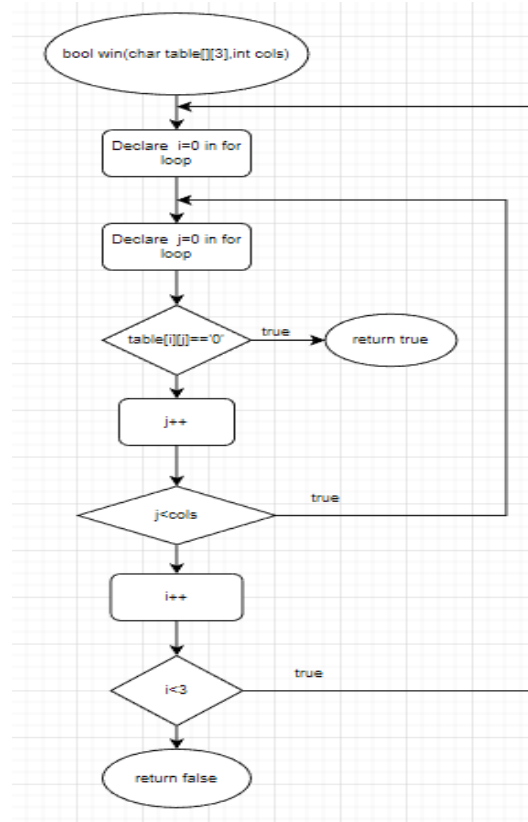
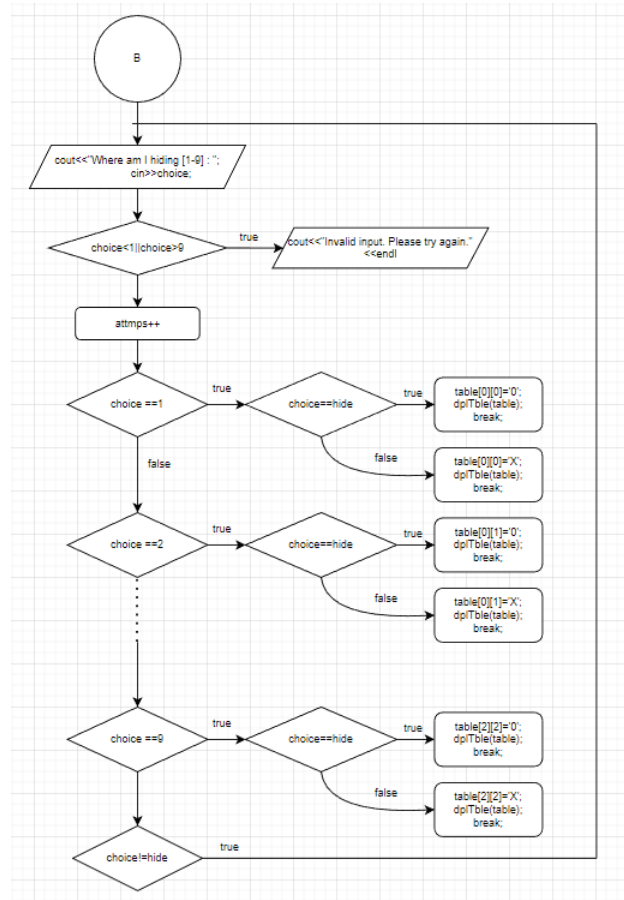
Output number of attempts onto
File after each round

Close output data file and open input data file

Input attempts of 3 rounds from file, then add
And calculate the average attempts

Display average attempts

Return average attempts for float function type



-Win function

Check each of array table's elements

If any of the elements matches 'O',
return true

Otherwise return false

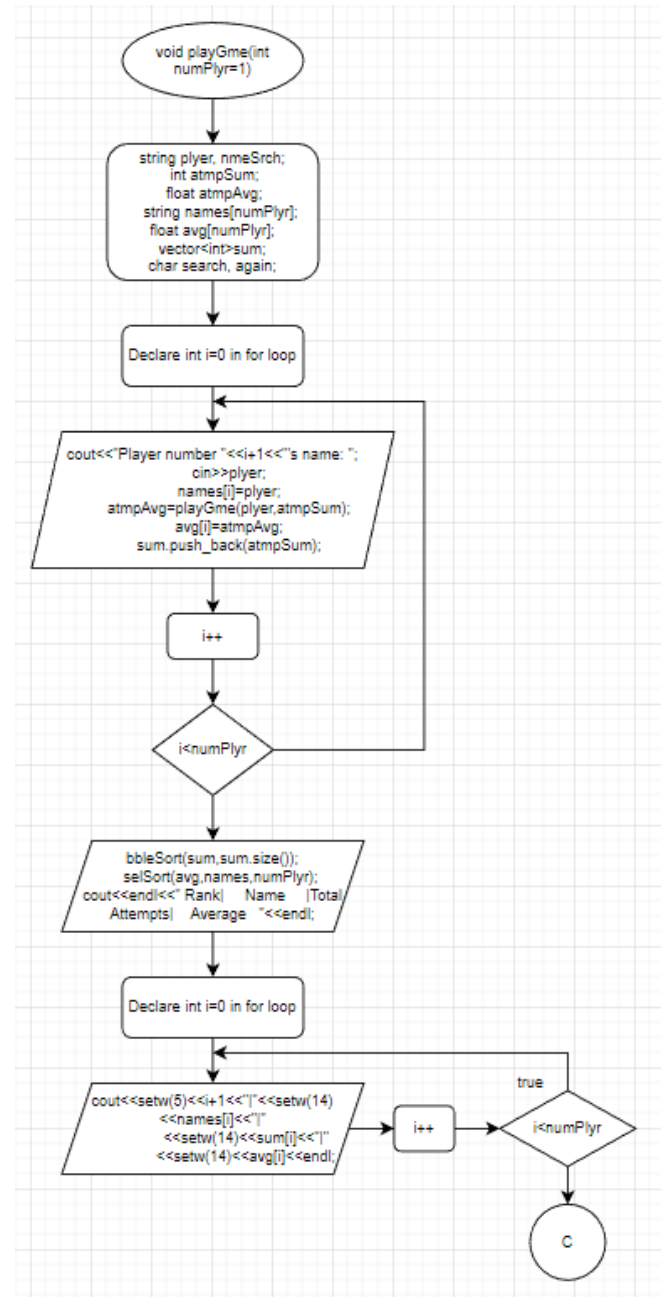
-Multiplayer function

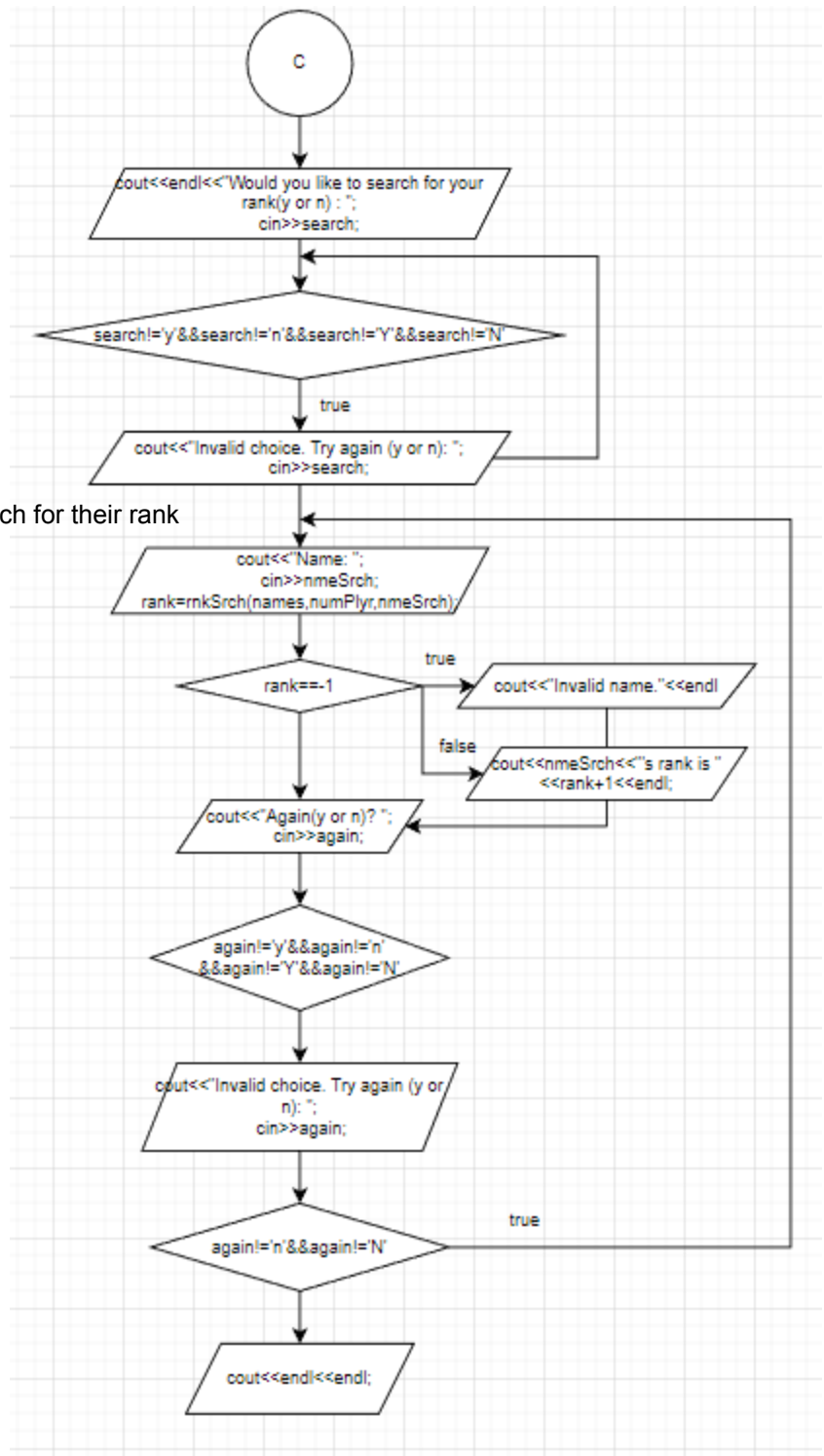
Declare necessary variables, arrays and vector

Repeat the single-player game for each
of the players while inputting
their names, total scores and
average scores in arrays and vector

Sort the arrays using selection sort
and vector using bubble sort
in descending order
while making sure they are parallel

Display the ranking table





Prompt users whether any wants to search for their rank
validate user input

Prompt user for their name and
validate name input

Display their rank accordingly
Repeat until users stop

-Bubble Sort Function

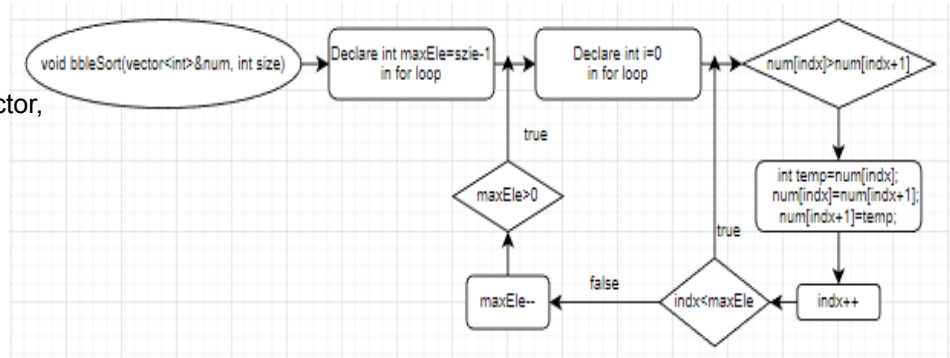
For maxEle=each subscript in the vector,
from the last to the first

For index=0 to maxEle-1
If vector[index]>vector[index+1]
Swap vector[index] with
vector[index+1]

End if

End for

End for



-Selection Sort Function

For start=each array avg subscript,
from the first to last-1

minIndx=start
minVal=avg[start]

For index=start+1 to size-1

If avg[indx]<minVal
minVal=avg[indx]
minIndx=indx

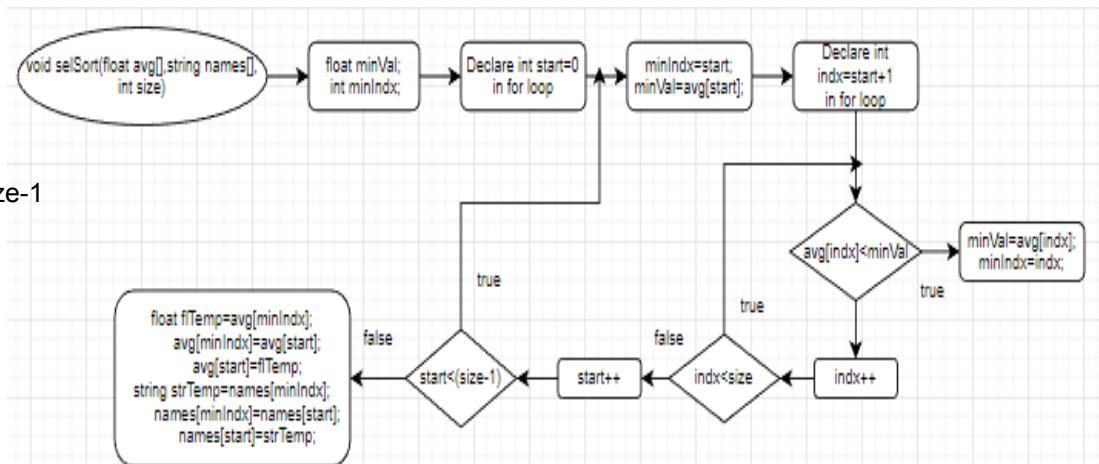
End if

End For

Swap avg[minIndx] with avg[start]

Swap names[minIndx] with names[start]

End For



-Rank search function

Set found to false

Set Position to -1

Set index to 0

While found is false and index<number
of elements

If array[index] is equal to search value

found=true

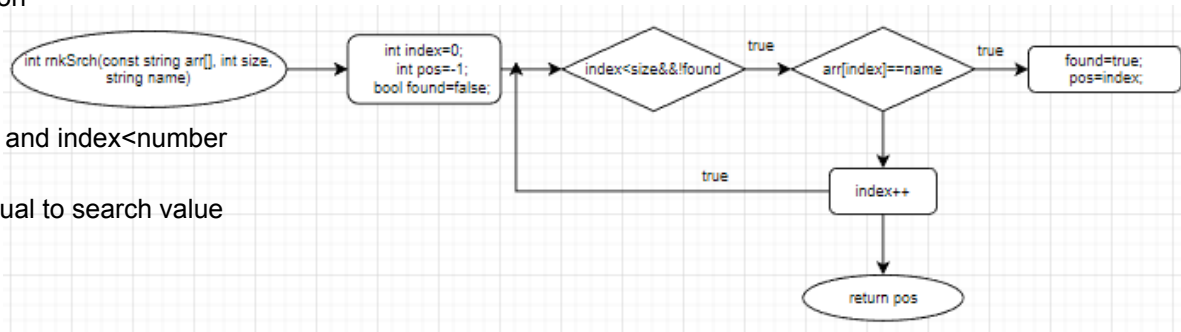
position=index

End If

Increment index

End While

Return position



Proof of a working Program

```
Output - Project2_2 Adding another player (Run) x
Would you like to play a simple hide and seek game?
Enter 'y' to start or 'n' to exit : y

Game starts!

Enter 1 or 2:
1. Single Player
2. Multiplayer
2
Input number of players: 3
Player number 1's name: Bobby

The rule is simple
Find out where I am hiding in the board below

  1 | 2 | 3
  --|---|
  4 | 5 | 6
  --|---|
  7 | 8 | 9
  |   |

Round 1
Where am I hiding [1-9] : 1

  X | 2 | 3
  --|---|
  4 | 5 | 6
  --|---|
  7 | 8 | 9
  |   |

Where am I hiding [1-9] : 3

  X | 2 | X
  --|---|
  4 | 5 | 6
  --|---|
  7 | 8 | 9
  |   |

Where am I hiding [1-9] : 5

  X | 2 | X
  --|---|
  4 | X | 6
  --|---|
  7 | 8 | 9
  |   |

Where am I hiding [1-9] : 6

  X | 2 | X
  --|---|
```

```
Output - Project2_2 Adding another player (Run) X
1
X | 2 | X
---|---|---
4 | X | X
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 2
X | X | X
---|---|---
4 | X | X
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 4
X | X | X
---|---|---
X | X | X
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 7
X | X | X
---|---|---
X | X | X
---|---|---
X | 8 | 9

Where am I hiding [1-9] : 8
X | X | X
---|---|---
X | X | X
---|---|---
X | X | 9

Where am I hiding [1-9] : 9
X | X | X
---|---|---
X | X | X
---|---|---
X | X | 0
```

```
Output - Project2_2 Adding another player (Run) X
X | X | 0
---|---|---
1 | 2 | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Success!
It took you 9 attempts in round 1

Round 2
Where am I hiding [1-9] : 1
X | 2 | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 2
X | X | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 3
X | X | X
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 4
X | X | X
---|---|---
X | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 5
```

```
Output - Project2_2 Adding another player (Run) x
X | X | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 6
X | X | 3
---|---|---
X | X | X
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 7
X | X | 3
---|---|---
X | X | X
---|---|---
0 | 8 | 9

Success!
It took you 6 attempts in round 3
Bobby take an average 6.67 attempts to finish the game.

Player number 2's name: Ted

The rule is simple
Find out where I am hiding in the board below

1 | 2 | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Round 1
Where am I hiding [1-9] : 1
X | 2 | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 2
X | X | 3
```

```
Output - Project2_2 Adding another player (Run) x
| |
Where am I hiding [1-9] : 4
X | X | 3
---|---|---
0 | 5 | 6
---|---|---
7 | 8 | 9

Success!
It took you 3 attempts in round 1

1 | 2 | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Round 2
Where am I hiding [1-9] : 2
1 | X | 3
---|---|---
4 | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 4
1 | X | 3
---|---|---
X | 5 | 6
---|---|---
7 | 8 | 9

Where am I hiding [1-9] : 0
Invalid input. Please try again.
Where am I hiding [1-9] : 10
Invalid input. Please try again.
Where am I hiding [1-9] : 3
1 | X | X
---|---|---
X | 5 | 6
---|---|---
7 | 8 | 9
```

```
Output - Project2_2_Adding another player (Run) X
Success!
It took you 6 attempts in round 3
Ted take an average 5.00 attempts to finish the game.
Player number 3's name: Mary

The rule is simple
Find out where I am hiding in the board below

  1 | 2 | 3
  --|---
  4 | 5 | 6
  --|---
  7 | 8 | 9

Round 1
Where am I hiding [1-9] : 1
  X | 2 | 3
  --|---
  4 | 5 | 6
  --|---
  7 | 8 | 9

Where am I hiding [1-9] : 2
  X | X | 3
  --|---
  4 | 5 | 6
  --|---
  7 | 8 | 9

Where am I hiding [1-9] : 3
  X | X | X
  --|---
  4 | 5 | 6
  --|---
  7 | 8 | 9

Where am I hiding [1-9] : 5
  X | X | X
  --|---
  4 | X | 6
  --|---
  7 | 8 | 9
```

```
Output - Project2_2_Adding another player (Run) X
Where am I hiding [1-9] : 6
  1 | X | 3
  --|---
  X | X | X
  --|---
  7 | 8 | 9

Where am I hiding [1-9] : 7
  1 | X | 3
  --|---
  X | X | X
  --|---
  X | 8 | 9

Where am I hiding [1-9] : 8
  1 | X | 3
  --|---
  X | X | X
  --|---
  X | 0 | 9

Success!
It took you 6 attempts in round 3
Mary take an average 6.00 attempts to finish the game.

Rank|   Name   |Total Attempts|   Average
---|---|---|---
1|   Ted|      15|      5.00
2|  Mary|      18|      6.00
3| Bobby|      20|      6.67

Would you like to search for your rank(y or n) : a
Invalid choice. Try again (y or n): y
Name: Mary
Mary's rank is 2
Again(y or n)? a
Invalid choice. Try again (y or n): n

Would you like to play a simple hide and seek game?
Enter 'y' to start or 'n' to exit : q
Invalid choice! Please try again.

Would you like to play a simple hide and seek game?
Enter 'y' to start or 'n' to exit : n
Exiting. See ya later!

RUN SUCCESSFUL (total time: 3m 8s)
```

Program coding:

```
/*
 * File: main.cpp
 * Author: Triet Huynh
 * Created on July 30th, 2022, 10:30 AM
 * Purpose: Project 1_Simple Hide and Seek game in a 9 slots board for 1 player
 */

//System Libraries
#include <iostream> //I/O Library
#include <cstdlib> //Random Function Library
#include <ctime> //Time Library
#include <iomanip> //Formatting Library
#include <cmath> //math library
#include <fstream> //file stream
#include <vector>
using namespace std;

//User Libraries

//Global Constants, no Global Variables are allowed
//Math/Physics/Conversions/Higher Dimensions - i.e. PI, e, etc...

//Function Prototypes
void dplTble(const char [][][3]);
float playGme(string,int&);
void playGme(int);
bool win(char[][3],int);
void bbleSort(vector<int>&, int);
void selSort(float [],string[], int);
int rnkSrch(const string [], int, string);

//Execution Begins Here!
int main(int argc, char** argv) {
    //Set the random number seed
    srand(static_cast<unsigned int>(time(0)));

    //Declare Variables
    const unsigned short ROWS=3,
        COLS=3;
    int gmeType, //single player or multiplayer
        numPlyer, //number of players, 1 or 2
        atmpSum; //Sum of attempts that player takes to finish the game
    char start; //user choice to start or quit the game
    float atmpAvg; //average number of attempts it takes for player to succeed per round
    string plyer; //player's name
    bool win; //true if player guess correctly, false otherwise
```

```

//Initialize or input i.e. set variable values
do{
    cout<<"Would you like to play a simple hide and seek game?"<<endl;
    cout<<"Enter 'y' to start or 'n' to exit : ";
    cin>>start;
    if(start=='y'||start=='Y'){
        cout<<endl<<"          Game starts! " <<endl<<endl;
        cout<<"Enter 1 or 2:"<<endl
            <<"1. Single Player"<<endl
            <<"2. Multiplayer"<<endl;
        cin>>gmeType;
        //Input validation
        while(gmeType!=1&&gmeType!=2){
            cout<<"Invalid choice. Enter [1-2]."<<endl;
            cin>>gmeType;
        }
        if(gmeType==1){
            cout<<"Enter player's name: ";
            cin>>plyer;
            playGme(plyer,atmpSum);
        }else if(gmeType==2){
            cout<<"Input number of players: ";
            cin>>numPlyer;
            playGme(numPlyer);
        }
    }else if(start=='n'||start=='N'){ //quits game
        cout<<"Exiting. See ya later!"<<endl<<endl;
        exit(0);
    }else{ //invalid input
        cout<<"Invalid choice! Please try again."<<endl<<endl;
    }
}while(start!='n'&&start!='N');
//Exit stage right or left!
return 0;
}

//Function to display game table
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;
}

//Single player game
float playGme(string plyer,int &atmpSum){

```

```

const int ROWS=3, //game board has 3 rows and 3 columns
      COLS=3;
int choice, //player's guess
    hide, //where the object is hiding
    attmps, //number of attempts it took for user to find the right spot
    temp, //temporary value to hold number of attempts in each round
    rounds; //3 rounds in total
float atmpAvg; //average number of attempts it takes for player to succeed per round
cout<<endl<<"      The rule is simple"<<endl;
cout<<"Find out where I am hiding in the board below"<<endl<<endl;
ofstream outputFile(plyer);
atmpSum=0;
//start game from round 1->3
for(rounds=0;rounds<3;rounds++){
    char table[ROWS][COLS]={{'1','2','3'},{'4','5','6'},{'7','8','9'}}; //game's board
    hide=(rand()%9)+1; //generate a random number as hiding slot
    attmps=0,temp=0;
    //display table
    dplTble(table);
    cout<<"Round "<<rounds+1<<endl;
    do{
        cout<<"Where am I hiding [1-9] : ";
        cin>>choice;
        //input validation
        if(choice<1||choice>9)
            cout<<"Invalid input. Please try again."<<endl;
        else{
            attmps++;
            switch (choice){
                case 1:{
                    if(choice==hide)
                    {
                        table[0][0]='0';
                        //display updated table
                        dplTble(table);
                        break;
                    }else
                    {
                        table[0][0]='X';
                        //display updated table
                        dplTble(table);
                        break;
                    }
                }
            }
            case 2:{
                if(choice==hide)
                {
                    table[0][1]='0';
                    dplTble(table);

```



```

        break;
    }else
    {
        table[0][1]='X';
        dplTble(table);
        break;
    }
}
case 3:{
    if(choice==hide)
    {
        table[0][2]='0';
        dplTble(table);
        break;
    }else
    {
        table[0][2]='X';
        dplTble(table);
        break;
    }
}
case 4:{
    if(choice==hide)
    {
        table[1][0]='0';
        dplTble(table);
        break;
    }else
    {
        table[1][0]='X';
        dplTble(table);
        break;
    }
}
case 5:{
    if(choice==hide)
    {
        table[1][1]='0';
        dplTble(table);
        break;
    }else
    {
        table[1][1]='X';
        dplTble(table);
        break;
    }
}
case 6:{
    if(choice==hide)

```

```

        {
            table[1][2]='0';
            dplTble(table);
            break;
        }else
        {
            table[1][2]='X';
            dplTble(table);
            break;
        }
    }
}
case 7:{
    if(choice==hide)
    {
        table[2][0]='0';
        dplTble(table);
        break;
    }else
    {
        table[2][0]='X';
        dplTble(table);
        break;
    }
}
case 8:{
    if(choice==hide)
    {
        table[2][1]='0';
        dplTble(table);
        break;
    }else
    {
        table[2][1]='X';
        dplTble(table);
        break;
    }
}
case 9:{
    if(choice==hide)
    {
        table[2][2]='0';
        dplTble(table);
        break;
    }else
    {
        table[2][2]='X';
        dplTble(table);
        break;
    }
}

```

```

    }
    }
    }
    }while(choice!=hide);
    if(win(table,COLS)==true){
        cout<<"Success!"<<endl;
        cout<<"It took you "<<atmps<<" attempts in round "<<rounds+1<<endl;
    }
    outputFile<<atmps<<endl; //save player's attempts in file
}
outputFile.close();
ifstream inputFile;
inputFile.open(plyer); //create a file with player's name and store attempts for record
while(inputFile>>temp){
    atmpSum+=temp;
}
inputFile.close();
atmpAvg=abs(static_cast<float>(atmpSum)/3.0);
cout<<fixed<<showpoint<<setprecision(2);
cout<<plyer<<" take an average "<<atmpAvg<<" attempts to finish the game."<<endl<<endl;
return atmpAvg;
}
//check for winning status
bool win(char table[][3],int cols){
    for(int i=0;i<3;i++){
        for(int j=0;j<cols;j++){
            if(table[i][j]=='0')
                return true;
        }
    }
    return false;
}
//Multiplayer game
void playGme(int numPlyr=1){
    string plyer, //player's name
           nmeSrch; //player's name to search for rank
    int atmpSum; //sum of player attempts after 3 rounds
    float atmpAvg; //average attempts to finish 3 rounds
    string names[numPlyr]; //players ' names array
    float avg[numPlyr]; //and their average attempts
    vector<int>sum; //player's attempts total array
    char search, //whether player wants to search for their rank
          again; //search again? yes or no
    int rank; //player's rank
    //perform game until last player is done and fill in names, total score and avg score
    for(int i=0;i<numPlyr;i++){
        cout<<"Player number "<<i+1<<"s name: ";
        cin>>plyer;
        names[i]=plyer;
    }
}

```

```

    atmpAvg=playGme(plyer,atmpSum);
    avg[i]=atmpAvg;
    sum.push_back(atmpSum);
}
//Sort the arrays and vectors
bbleSort(sum,sum.size());
selSort(avg,names,numPlyr);
//Display the ranking board
cout<<endl<<" Rank|   Name   |Total Attempts|  Average  "<<endl;
for(int i=0;i<numPlyr;i++){
    cout<<setw(5)<<i+1<<"|"<<setw(14)<<names[i]<<"|"
        <<setw(14)<<sum[i]<<"|"
        <<setw(14)<<avg[i]<<endl;
}
//Prompt user for rank search
cout<<endl<<"Would you like to search for your rank(y or n) : ";
cin>>search;
//Input validation
while(search!='y'&&search!='n'&&search!='Y'&&search!='N'){
    cout<<"Invalid choice. Try again (y or n): ";
    cin>>search;
}
do{
    cout<<"Name: ";
    cin>>nmeSrch;
    rank=rnkSrch(names,numPlyr,nmeSrch);
    if(rank==-1)
        cout<<"Invalid name."<<endl;
    else
        cout<<nmeSrch<<"'s rank is "<<rank+1<<endl;
    cout<<"Again(y or n)? ";
    cin>>again;
    //Input validation
    while(again!='y'&&again!='n'&&again!='Y'&&again!='N'){
        cout<<"Invalid choice. Try again (y or n): ";
        cin>>again;
    }
}while(again!='n'&&again!='N'); //repeat until player enter no to repeat
cout<<endl<<endl;
}
//Bubble sort on a vector
void bbleSort(vector<int>&num, int size){
    for(int maxEle=size-1;maxEle>0;maxEle--){
        for(int indx=0;indx<maxEle;indx++){
            //if first value is greater than second value, swap them
            if(num[indx]>num[indx+1]){
                int temp=num[indx];
                num[indx]=num[indx+1];
                num[indx+1]=temp;
            }
        }
    }
}

```

```

    }
}
}
}
//Dual sort with array names and array average using selection sort
void selSort(float avg[],string names[], int size){
    float minVal;
    int minIndx;
    for(int start=0;start<(size-1);start++){
        minIndx=start;
        minVal=avg[start];
        for(int indx=start+1;indx<size;indx++){
            if(avg[indx]<minVal){
                minVal=avg[indx];
                minIndx=indx;
            }
        }
        //if value of index indx in first array is less than min value, swap them
        float flTemp=avg[minIndx];
        avg[minIndx]=avg[start];
        avg[start]=flTemp;
        //swap elements in second array accordingly
        string strTemp=names[minIndx];
        names[minIndx]=names[start];
        names[start]=strTemp;
    }
}
//search for player's name to find out their rank using linear search
int rnkSrch(const string arr[], int size, string name){
    int index=0;
    int pos=-1;
    bool found=false;
    while(index<size&&!found){
        if(arr[index]==name)
        {
            found=true;
            pos=index;
        }
        index++;
    }
    return pos;
}

```