

CIS 150	Program 01	Spring 2008
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Due Monday May 19th

Purpose: Constants, Variables, Input, Output, arithmetic, Comments

You are to write a “lame” adventure game. You are to prompt the user for their name, the number of adventures.

You will have a constants for the percentage of adventurers killed off at each adventure and the amount of treasure earned at each adventure.

After the prompts the game will tell a story about a group of adventurers led by the user. The adventures will encounter danger and find treasure. After each danger display the amount of treasure acquired and the number of adventurers left.

Requirements:

1. Prompt the user for their name
2. Read the name and use it in your story
3. Create a constant for the % of people you lose each turn
4. Create a constant for the amount of treasure you earn each turn
5. Prompt the user for the number of adventurers that start
6. The story must have at least 3 parts where adventures are lost and running totals are displayed.

Example

Example *(Red indicates the user response)*

What is your name? **Fred Symth**

How many men did you start with ? **21**

You are Fred Symth leader of the space mission Olympus with 21 team members.

On your mining expedition You have just gotten too close to a black hole.

Although sacrificing 5 members of the space mission you have found 5 more dylithium crystals but have only 16 team members left.

Now you encounter the dreaded Panther People of Pluto.

Although 4 team members were turned into kitty litter, you have now have 10 dylithium crystals, but have only 12 team members left.

Now you encounter the evil heiress named Paris.

Although 3 team members were turned into her slaves, you have now have 15 dylithium crystals, but have only 9 team members left.

What to upload to the Website

Your source code. In a word document

Your code should be well commented. All variables should meaningful names and be described in your data dictionary.

Your programming should have the following heading:

```
// <Your Name>
```

```
// <Date>
```

```
// Program 1
```

```
// <A description of what the program does as complete as
```

```
// possible including expected input and output>
```