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Initial Design

Algorithm for the Soccer Game Code:

I. Introduction and user Input

a. Display the message: "Welcome to the Soccer game!"

b. Prompt the player to input their name:

i. ‘What is your name, field player?’

c. Greet the player by name and start the game.

II. First Decision

a. Ask the player to rate their soccer skills on a scale of 1 to 10 (integer input).

i. If the skill rating is 5 or higher:

1. Proceed to the soccer match (call `enter\_soccer\_game()` function).

ii. Otherwise:

1. output: "You decide it's safer to stay on the bench. The game ends here."

->. End the game (call `end\_game()` function).

III. Second Decision

a. Ask the player to input how far they can shoot a ball (float input, distance in meters).

i. If the distance is greater than 1.5 meters:

1. Display: "The goal is not too far. You can score easily. Now you are up 1-0!!"

ii. Otherwise:

2. Display the message: “The goal is too far. You decide to pass the ball instead.”

IV. Third Decision

a. Ask the player if they want to be subbed off because they're tired (string input: 'yes' or 'no').

i. If the player chooses "no":

1. output: "{player\_name}, you finish playing the game! You win!"

ii. If the player chooses "yes":

1. output: "{player\_name}, you get subbed off, other team scores. The game is a tie."

iii. If the player enters any other response:

1. output: "You were too tired. The other team scored twice. You lost the game 1-2."

-> End the game (call `end\_game()` function).

V. End of the Game

a. Display the message: "Game Over. Thanks for playing!"

i. End the game.