بِسْمِ اللهِ الرَّحْمٰنِ الرَّحِيمِ

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Program: Triple Character

About the Program

This program main purpose is to illustrate the logic or the main idea behind "Triple town" the game ... so its triple town game but simpler than the real thing and you don't build a town,we use English character instead of graphic,so, we build a new characters..

The board of this game is consist of 5x5 columns and rows. The computer will choose a character for you [A,B,C,D] so, you can add them to the board. You should add a row number then a column number to choose the square that you want to add a character to.

I would like to call this game "Triple Character" instead of "Triple Town" because in it we are not going to try to build a big town we try to get as much 'D' and 'E' as we can in board.
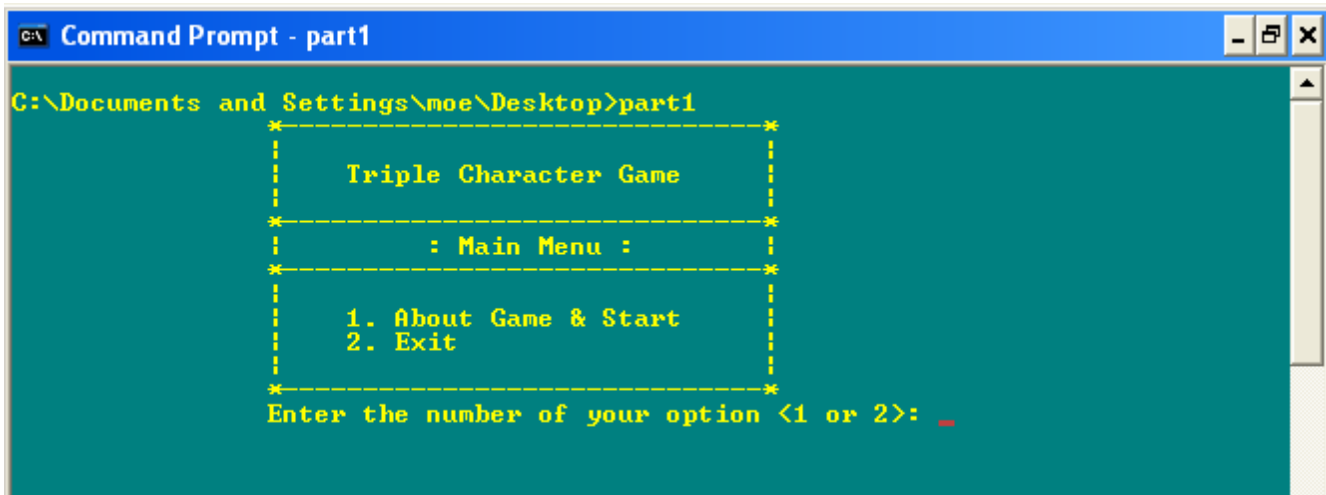
The code

In this code I tried to use classes, my class name was "game" . Inside this class there were many functions { Reset();Display(); InputChecking(); showRchar(); squance(); Score();}

- *Menu function:* show the menu before starting the game
, in the menu you can choose one   from two options; to see whats this game about and start the game or to exit from it.
- *Display function:* show the board of the game using nested for loop with an array
- *Reset function: clear the board by using the same nested for loop with "   " space.*
- *InputChecking function:* check whether the input (row number, column number) are integer.   Not more then 5 and not less than 1. The character "which is given by using rand()" is   between "a,b,c.d,e,f,g"

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- *Squance function:* change from "A" to "B" whenever there are three "A's" together   near each other by using nested for loop with many while loops.
- About function: show some stuff about (this function is made to make Menu function   smaller) its called by Menu function.
- ShowRchar function: show a random characters in a random places in the board to add more challenge to the game.
- Score function: to count the score.

Manual (Screen shots)

1) main menu of the game (I know very simple to call it menu)

2) you choose the first option to start the game , but before you start it will tell you more about it

```
Command Prompt - part1                                              _ ☐ ✕

C:\Documents and Settings\moe\Desktop>part1
                    *----------------------------------*
                    !                                  !
                    !       Triple Character Game       !
                    !                                  !
                    *----------------------------------*
                    !          : Main Menu :           !
                    *----------------------------------*
                    !                                  !
                    !                                  !
                    !    1. About Game & Start         !
                    !    2. Exit                       !
                    !                                  !
                    *----------------------------------*
                    Enter the number of your option <1 or 2>: 1


About the original game which is 'Triple Town'. Triple Town is an original
puzzle game in which you try to grow the greatest possible city. The larger the
city you build, the more points you score. You build your city by matching three
 or more game-pieces: combine three grasses to  make a flower, three flowers to
make a bush, three bushes to make a tree... until you've filled the board with
houses, cathedrals and castles. Along the way, you'll have to outwit giant bears
 who will try to block your progress.

Triple Character on the other hand has the same concept, but instead of try to
build a big town we try to get as much 'D' and 'E' as we can.

The board of this game is consist of 5x5 columns and rows. The computer will
choose a character for you [A,B,C,D] so, you can add them to the board. You
should add a row number then a column number to  choose the square that you want
 to add a charater to.
Press any key to continue . . .
```

3) The board game appeared for you with a random characters for more challenging , but first you have to choose row number and column number (square) .

4) the character "C" will directly by inserted in the third row and first column as we did in *step 3.*

```
********************************************************************
*        *        *        *        *        *        *        *        *        *        *
********************************************************************
*        *        *        *  E  *        *        *        *  A  *        *        *
********************************************************************
*        *        *  E  *        *  C  *        *        *  A  *        *        *
********************************************************************
*  C  *  A  *        *        *        *        *        *        *        *
********************************************************************
*        *        *        *        *        *        *  D  *        *        *        *
********************************************************************
*        *        *        *  D  *        *        *        *        *        *        *
********************************************************************
*  A  *        *  B  *        *        *  B  *        *        *        *  D  *
********************************************************************
*        *        *        *        *        *        *        *  B  *        *        *
********************************************************************
*        *        *        *        *        *        *        *  B  *        *        *
********************************************************************
*        *        *        *        *        *        *  A  *        *  A  *
********************************************************************

Your Random character (C) ...Press '0' to quit :
Enter row number: 3
Enter column number: 1
```

5) Try to get as much F's and G's as possible because they have the highest score.

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Command Prompt - p4

Your Random character (C) ...Press '0' to quit :
Enter row number: 3
Enter column number: 1
Score = 600

  ************************************************************************
  *       *       *       *   E   *       *       *   *   A   *       *   *
  ************************************************************************
  *   C   *       *   E   *       *   C   *       *   *   A   *       *   *
  ************************************************************************
  *   C   *   A   *       *       *       *       *       *       *   *
  ************************************************************************
  *       *       *       *       *       *       *   D   *       *   *
  ************************************************************************
  *       *       *       *   D   *       *       *       *       *   *
  ************************************************************************
  *   A   *       *   B   *       *       *   B   *       *       *   *   D   *
  ************************************************************************
  *       *       *       *       *       *       *   *   B   *       *   *
  ************************************************************************
  *       *       *       *       *       *       *       *   *   B   *       *   *
  ************************************************************************
  *       *       *       *       *       *       *   *   A   *       *   A   *
  ************************************************************************

Your Random character (B) ...Press '0' to quit :
Enter row number:
```