

Assignment 1 Peer Reviews Due: Thursday, 1/17/19, 11:59pm

Assignment 1 Back Evaluations: Sunday, 1/20/19, 11:59pm

Go to Peerceptiv and complete your 3 peer reviews by Thursday at midnight. After Thursday at midnight, you will evaluate how helpful your peer reviews are by Sunday at midnight.

Assignment #2: Variables and Conditionals

Due: Sunday, 1/20/19, 11:59pm

Make sure you demo Assignment #1 within two weeks of the due date to receive full credit. If you go outside the two-week limit without permission, you will lose 50 points. If you fail to show up for your demo without informing anyone, then you will automatically lose 10 points.

(10 pts) Assignment 1 Reflective Post-Peer Review Survey:

http://oregonstate.qualtrics.com/jfe/form/SV_2lcLa5rgqwTjyol

(80 pts) Problem Statement

The local middle school would like some text adventure games to keep their students occupied during down time. The school is leaving it up to your skill and good judgement to develop a game. It is up to you what the story and theme is but there are some requirements:

- There must be **at least two paths with a depth of 3 (an if with a nested if that has a nested if)** to complete the adventure, and there needs to be at least 2 options with each decision. Example below:

```
if(choice==1) {
    ...
    if(choice==1) {
        ...
        if(choice==1) {
            ...
            else if(choice==2) {
                ...
            }
        }
        else if(choice==2) {
            ...
        }
    }
    else if(choice==2) {
        ...
        if(choice==1) {
            ...
            if(choice==1) {
                ...
                else if(choice==2) {
                    ...
                }
            }
        }
    }
}
```

```

        else if(choice==2) {
            ...
        }
        ...
    }
    ...

```

- There must be **an element of chance** that would change a user's chosen path somewhere in the game.

An example of the run of the program looks like this:

Hello and welcome to the adventure! To go right
enter 1, to go left enter 2:
1

You chose to go right. You have now entered Scandinavia and are being
hunted by friendly oxen.
Enter 1 to befriend the oxen, enter 2 to run from the oxen: 1

You attempted to befriend the oxen. You think you can
ride them. Enter 1 to attempt to ride the oxen, enter 2
to walk away: 1

Unfortunately, fate was not on your side (due to a random number, coin flip,
etc.), and you are forced to walk away.
Enter 1 to walk right, enter 2 to walk left: 1

You chose to go right. You have now entered America and are fighting a
strong warrior. Enter 1 to throw your arrow at the warrior, enter 2 to run
home: 2

You chose to go home. The adventure has ended.

The rest of the implementation is up to you but try to make your game as clean and attractive to play as possible.

In addition to design, you must implement your program as a C++ program. Here are implementation requirements:

- *There must be an empty line separating each navigation
- *There must be two paths with 3 nested if statements
- *The choice system must be based on numbers
- *You must handle invalid input from the user that is not one of the allowed number choices.
- *You can use if/else statements and/or switch statements
- *You need to use the rand() function to add an element of chance

(10 pts) Extra Credit

Continue to ask the user if he/she wants to play the adventure game again, until the user decides they do not.

Electronically submit your C++ program (.cpp file, not your executable!!!) by the assignment due date, using Peerceptiv.