One Packet to Rule Them All...

Option 1: Do you want to build a snowman?

+100 Experience Points

Use what we've learned to create a simple version of a word guessing game. You may have played a similar game, but this is the non-racist version. The computer has a word, you guess letters. Each incorrect letter adds a part to a snowman. If the snowman is completed before you finish the word, then you lose (but at least you get to look at a pretty snowman!) Here is a sample snowmen you might think of using!
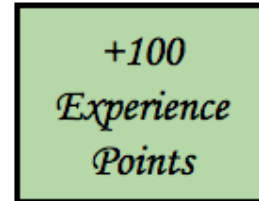
Do you need a video example of what it looks like?

1) A list of potential words to randomly select one at the start of the game (use a large selection of words 50+).

2) It should display how many "blanks" there are in the word to guess.

3) After each guess the word should be displayed with guessed letters filled in at the appropriate places.

4) There should be a winning/losing message displayed when the game is over!

5) Display the updated snowman with a function.

6) The user should have the option to guess a letter or guess the word.

Option 2: Castle Defense

In this game your kingdom gets 1 new knight each round. You want to stockpile these knights because soon the vikings will come from the north. Then (like the game Risk) both sides will roll a dice and the low number loses a troop. This battle should occur inside a function and continue until you survive the attack or until you die. Here is an example.
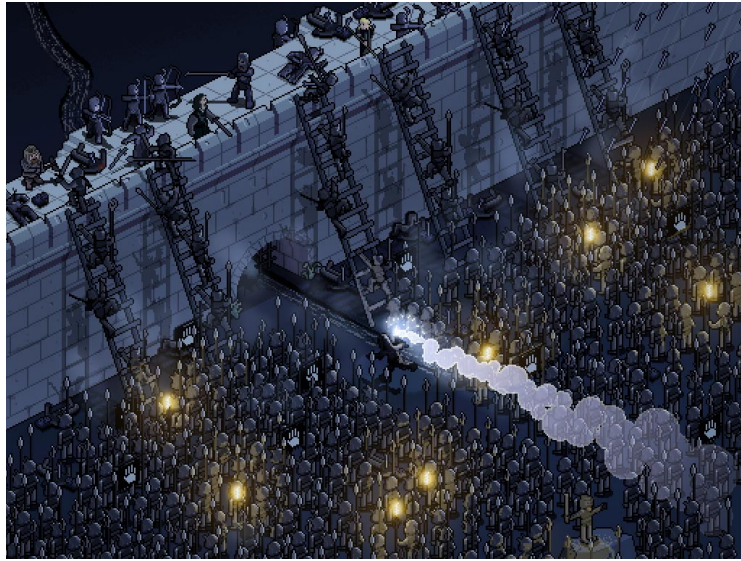
At the beginning of each round you have the opportunity to "cash in" troops for upgrades

- Sacrifice 5 troops to build a Barracks. This gives you two troops each turn
- Sacrifice 15 troops and build a Weaponry. Now you roll a 7 sided dice.
- Sacrifice 25 troops and build a Booby Trap Research Center. This automatically kills the first 5 viking troops that come to the battle.
- Sacrifice 30 troops and build a Parabolic Mirror of Ra. This reflects the sun into the intruders eyes on the bridge to your castle. The result is that they can only roll a 5 sided dice

+100
Experience
Points

Option 3: Create Your Own Game

Requirements:

+100
Experience
Points

   A) Needs to use both a "while loop" and a "for x in y loop."

   B) Needs to use a list to either keep track of information or a score

   C) Needs to use a function for gameplay, tracking score, both.

   D) Display some art either at the beginning, after, or in between turns.

   E) Can be multiplayer or single player.

   F) Must carry a complexity commensurate with a final project.

*** Word of Warning: Many Students Struggle To Make This Complex Enough Make Sure You Think Out The Specifics Of Your Game. Feel Free To Talk It Through With Me Before You Begin***

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