Code a Game

Here are a few games that are perfect to try coding at this point in your programming career.

Plan your game out on paper first. When you think your plan is perfect, put it to the test by coding it into a new project. A good plan should lead to a good program!

The Guessing Game
The computer will pick a random number in the range 1-100. This number will remain a secret. The user will then try to guess the number. After each guess the program will tell the user whether they are 'too high', 'too low' ,or 'got it'. After the user eventually guesses the number the user will be asked if they want to play again.
The program should keep track of the number of guesses the player has made in a game (ex. Please enter guess #4).

Rock Paper Scissors
The classic game of RPS! If you don't know what this game is, do a quick search online to find out. Let the player make their choice. Then the computer picks a choice. Show and compare the results. Keep track of the number of times that the player has won and the number of times that the computer has won. Whoever reaches 5 wins first is the champion! Once a champion is determined ask the player if they want to compete again.

Mega Slots
Start the player with some money. Every pull of the slot machine will cost the player a few dollars. There are three numbers that are randomly generated. Based on the result of pairs or triplets you should award the player some money. Ask the player if they want to play again as long as they have enough money for a pull of the slot machine.