

Lab 6.4.4 Your own game

Objectives

Familiarize the student with:

- modelling real-world entities in C++,
- the usage of objects, classes in C++;
- verifying user input;
- useful and informative data presentation.

Scenario

This task will be a little more free-form than the previous ones.

We want you to design and write a game!

First, think of the type of game you want to design:

- maybe a classic pen-and-paper game like Battleships or Tic-tac-toe;
- or maybe a word game like Hangman;
- or some simple board game like Ludo;
- or even a card game like Blackjack

The game does not need to be fancy, but think of the following things when you work:

- how can you present the game in a user-friendly way?
- which elements of the game can be modelled using classes and objects?
- do you see any space for common interfaces that can be shared by more than one class?

That's it. Go on, have fun!