

Sparc

Rules for one game of Sparc:

A player rolls two dice. Each die has six faces. These faces contain 1, 2, 3, 4, 5 and 6 spots. After the dice have come to rest, the sum of the spots on the two upward faces is calculated. If the sum is 7 or 11 on the first throw, the player wins. If the sum is 2, 3 or 12 on the first throw, the player loses. If the sum is 4, 5, 6, 8, 9 or 10 on the first throw, then that sum becomes the player's "point." To win, you must continue rolling the dice until you "make your point." The player loses by rolling a 7 before making the point.

Your program should:

1. Ask the user how much money they are starting with.
2. Ask for an initial wager. Be sure it is between 1 and the amount of money the user has.
3. Play one game of sparc. Follow the above rules.
4. If the player wins increment the user's balance by the wager and print the new balance.
5. If the player loses, decrease the balance by the wager.
6. If the users balance becomes zero print the message "Sorry, you busted!"
7. Allow the user to wager a new amount if the balance is greater than zero, then play another game. (back to step 3)

Grading criteria:

- Game works according to instructions
- Good user interface, the user can easily tell how to play the game. Use descriptive but brief prompts for the user to follow.
- Variable naming
- Use of constants
- Your name should be in comments at the top of the file
- Submit it on Easel.