from tkinter import Tk, Label, Button, Frame, messagebox

# Colors and Styling

BACKGROUND\_COLOR = "#F4F4F9"

BUTTON\_COLOR = "#8EB8E5"

FONT\_COLOR = "#333333"

FONT = ("Arial", 14, "bold")

# Initialize main window

root = Tk()

root.title("Brain Puzzle Game")

root.geometry("600x400")

root.configure(bg=BACKGROUND\_COLOR)

# Function to start the game

def start\_game(level):

messagebox.showinfo("Level Selected", f"You selected {level} mode!")

game\_screen(level)

# Game Screen

def game\_screen(level):

for widget in root.winfo\_children():

widget.destroy()

frame = Frame(root, bg=BACKGROUND\_COLOR)

frame.pack(expand=True, fill="both")

Label(frame, text=f"Level: {level}", bg=BACKGROUND\_COLOR, font=("Arial", 16, "bold"), fg=FONT\_COLOR).pack(pady=20)

Label(frame, text="Solve this puzzle: What is 2 + 2?", bg=BACKGROUND\_COLOR, font=FONT, fg=FONT\_COLOR).pack(pady=10)

Button(frame, text="Answer: 4", bg=BUTTON\_COLOR, fg="white", font=FONT, command=lambda: end\_screen(True)).pack(pady=10)

Button(frame, text="Answer: 5", bg=BUTTON\_COLOR, fg="white", font=FONT, command=lambda: end\_screen(False)).pack(pady=10)

Button(frame, text="Hint", bg="#FFC107", fg="black", font=FONT, command=show\_hint).pack(pady=10)

# Show Hint

def show\_hint():

messagebox.showinfo("Hint", "It's a simple addition problem.")

# End Screen

def end\_screen(success):

for widget in root.winfo\_children():

widget.destroy()

frame = Frame(root, bg=BACKGROUND\_COLOR)

frame.pack(expand=True, fill="both")

if success:

Label(frame, text="Congratulations! You solved the puzzle!", bg=BACKGROUND\_COLOR, font=("Arial", 16, "bold"), fg="#4CAF50").pack(pady=20)

else:

Label(frame, text="Oops! That's the wrong answer!", bg=BACKGROUND\_COLOR, font=("Arial", 16, "bold"), fg="#F44336").pack(pady=20)

Button(frame, text="Play Again", bg=BUTTON\_COLOR, fg="white", font=FONT, command=main\_menu).pack(pady=10)

Button(frame, text="Exit", bg="#D9534F", fg="white", font=FONT, command=root.quit).pack(pady=10)

# Main Menu

def main\_menu():

for widget in root.winfo\_children():

widget.destroy()

frame = Frame(root, bg=BACKGROUND\_COLOR)

frame.pack(expand=True, fill="both")

Label(frame, text="Welcome to Brain Puzzle Game!", bg=BACKGROUND\_COLOR, font=("Arial", 18, "bold"), fg=FONT\_COLOR).pack(pady=20)

Label(frame, text="Select a difficulty level to start:", bg=BACKGROUND\_COLOR, font=FONT, fg=FONT\_COLOR).pack(pady=10)

Button(frame, text="Easy", bg=BUTTON\_COLOR, fg="white", font=FONT, command=lambda: start\_game("Easy")).pack(pady=10)

Button(frame, text="Intermediate", bg=BUTTON\_COLOR, fg="white", font=FONT, command=lambda: start\_game("Intermediate")).pack(pady=10)

Button(frame, text="Hard", bg=BUTTON\_COLOR, fg="white", font=FONT, command=lambda: start\_game("Hard")).pack(pady=10)

Button(frame, text="Exit", bg="#D9534F", fg="white", font=FONT, command=root.quit).pack(pady=10)

# Launch main menu

main\_menu()

root.mainloop()