Jeopardy Console Game
Code Flowchart

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Pandas Python library

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Document description:

The Jeopardy Console Game Code Flow Chart is part of a personnel project, an offshoot from the Codecademy Data Science path, under the Data Analysis with Pandas Phyton library section.

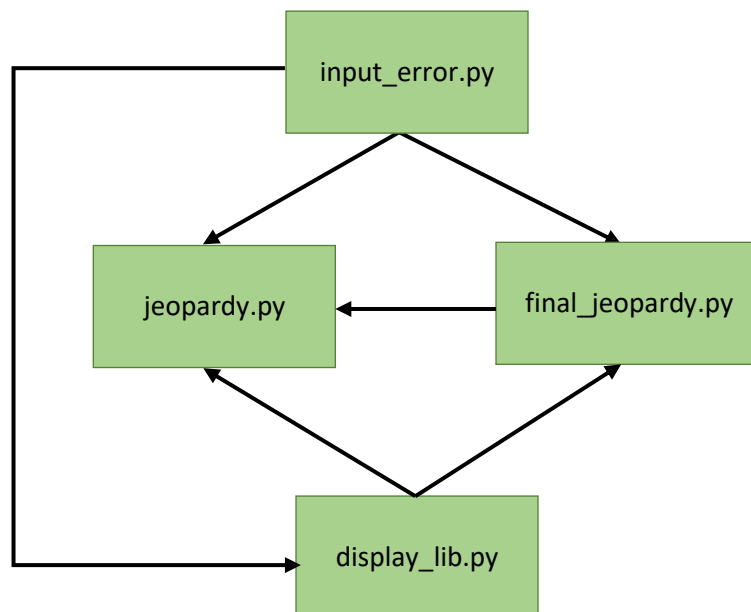The document is a graphical representation of the code game structure and flow.

Related documents:

https://1drv.ms/p/s!AsKPX_vZuHCqg6ZWzNdLgpKzawcb7A?e=Sup1gZ
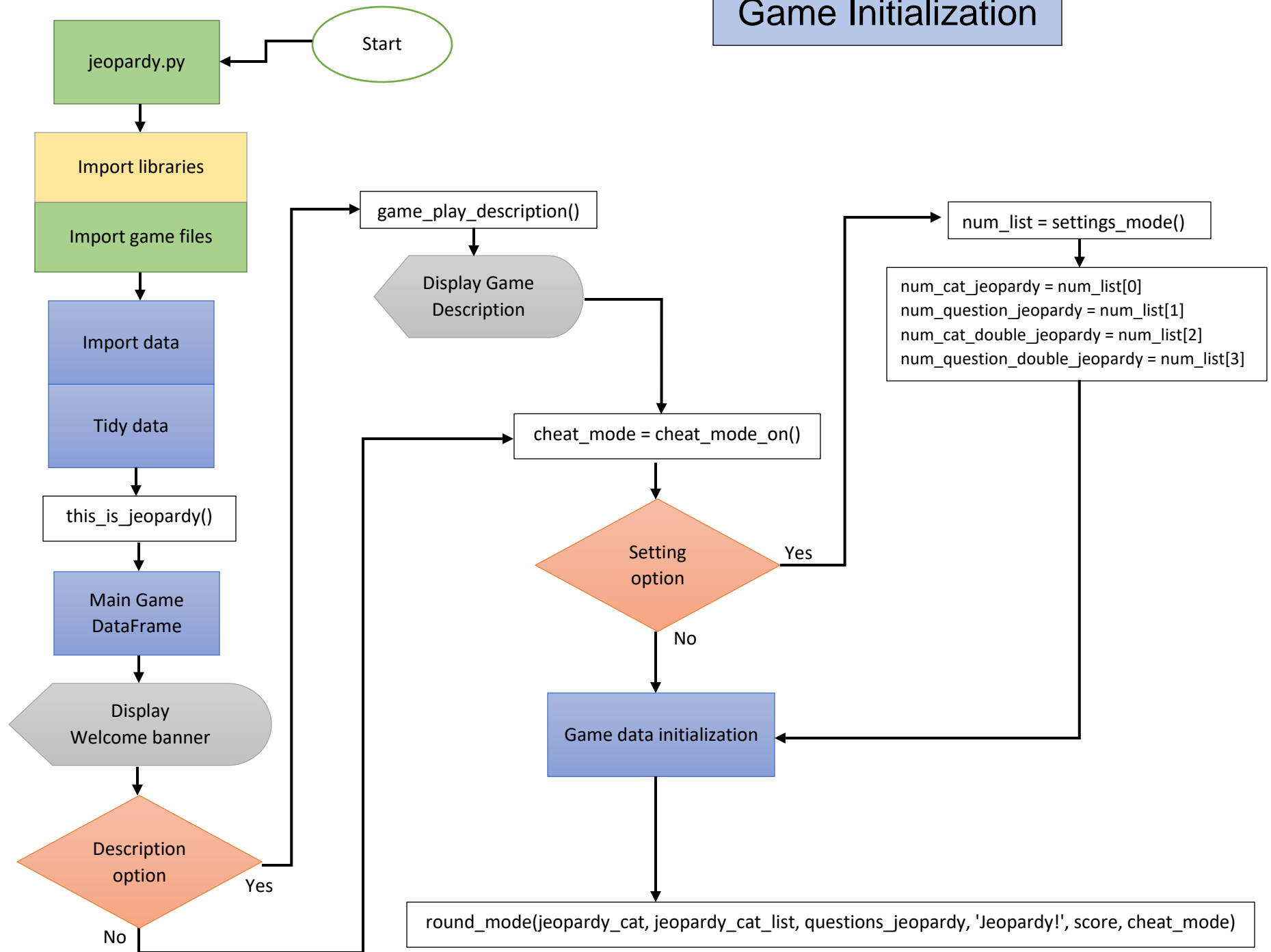
Code section flow chart representing the relationship between the game code sections.
The sections are saved in four different python files, with the jeopardy.py been the game code main-section, and final_jeoprady.py, display.py and input_error.py been the game code sub-sections..

```
            input_error.py

  jeopardy.py  ←  final_jeopardy.py

            display_lib.py
```

Game Initialization

```
Start → jeopardy.py
```

jeopardy.py

Import libraries

Import game files

Import data

Tidy data

this_is_jeopardy()

Main Game DataFrame

Display Welcome banner

Description option
- No
- Yes

game_play_description()

Display Game Description

cheat_mode = cheat_mode_on()

Setting option
- Yes
- No

num_list = settings_mode()

```
num_cat_jeopardy = num_list[0]
num_question_jeopardy = num_list[1]
num_cat_double_jeopardy = num_list[2]
num_question_double_jeopardy = num_list[3]
```

Game data initialization

round_mode(jeopardy_cat, jeopardy_cat_list, questions_jeopardy, 'Jeopardy!', score, cheat_mode)

Round Mode

```
def round_mode(round_cat, round_cat_list, questions_round, round, score, cheat_mode):
```

Display Round
Category

dl.display_categories(round_cat, round_cat_list)

True → score_display(score)

cat_select_mode(round_cat, …………, cheat_mode)

questions_values_display_mode(cat_selection, …………, cheat_mode)

Display Round
Clue Value

question_value_select_mode(questions, …………, cheat_mode)

question_selected_display_mode(question_choice, …………, cheat_mode)

question_selected_display_mode(question_choice, …………, cheat_mode)

Display Round
Clue

score = **dl.**question_selected_display(question_choice, score, cheat_mode)

False → score < 1

score < 1 → True → end_game(score, round)

end_game(score, round) → Play again?

Play again? → No → End

Play again? → Yes → this_is_jeopardy()

score < 1 → False → round == 'Jeopardy!'

round == 'Jeopardy!' → False → **fj.**final_jeopardy_round(final_jeopardy, score, cheat_mode)

fj.final_jeopardy_round(final_jeopardy, score, cheat_mode) → end_game(score, 'Final Jeopardy!')

round == 'Jeopardy!' → True → round_mode(double_jeopardy_cat, …………, cheat_mode)

```
def final_jeopardy_round(final_jeopardy, score, cheat_mode):
```

Display
Final Jeopardy!

Display
Question

Final Jeopardy Round

Cheat_mode

Display
answer — True

False

```
wager = wager_amount(score)
```

Input
User_answer

```
score -= wager
```
False — `re.search(answer, user_answer)` — True — `score += wager`

Display
'Wrong answer!'
score

Display
'Reach End Game'

Display
'Right answer!'
score

```
end_game_final()
```