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.
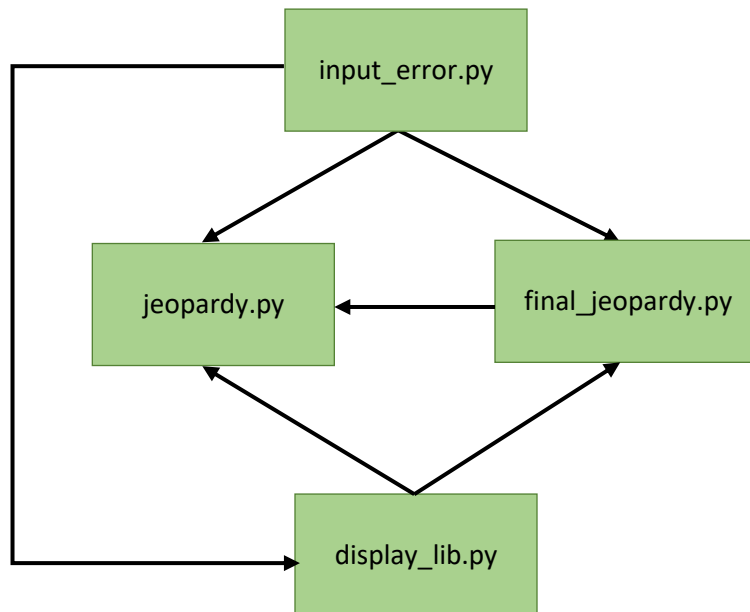

Related documents

PowerPoint Jeopardy the console game presentation:

https://1drv.ms/p/s!AsKPX_vZuHCqg6ZXq7mExCxvvdfMog?e=8V3jj1
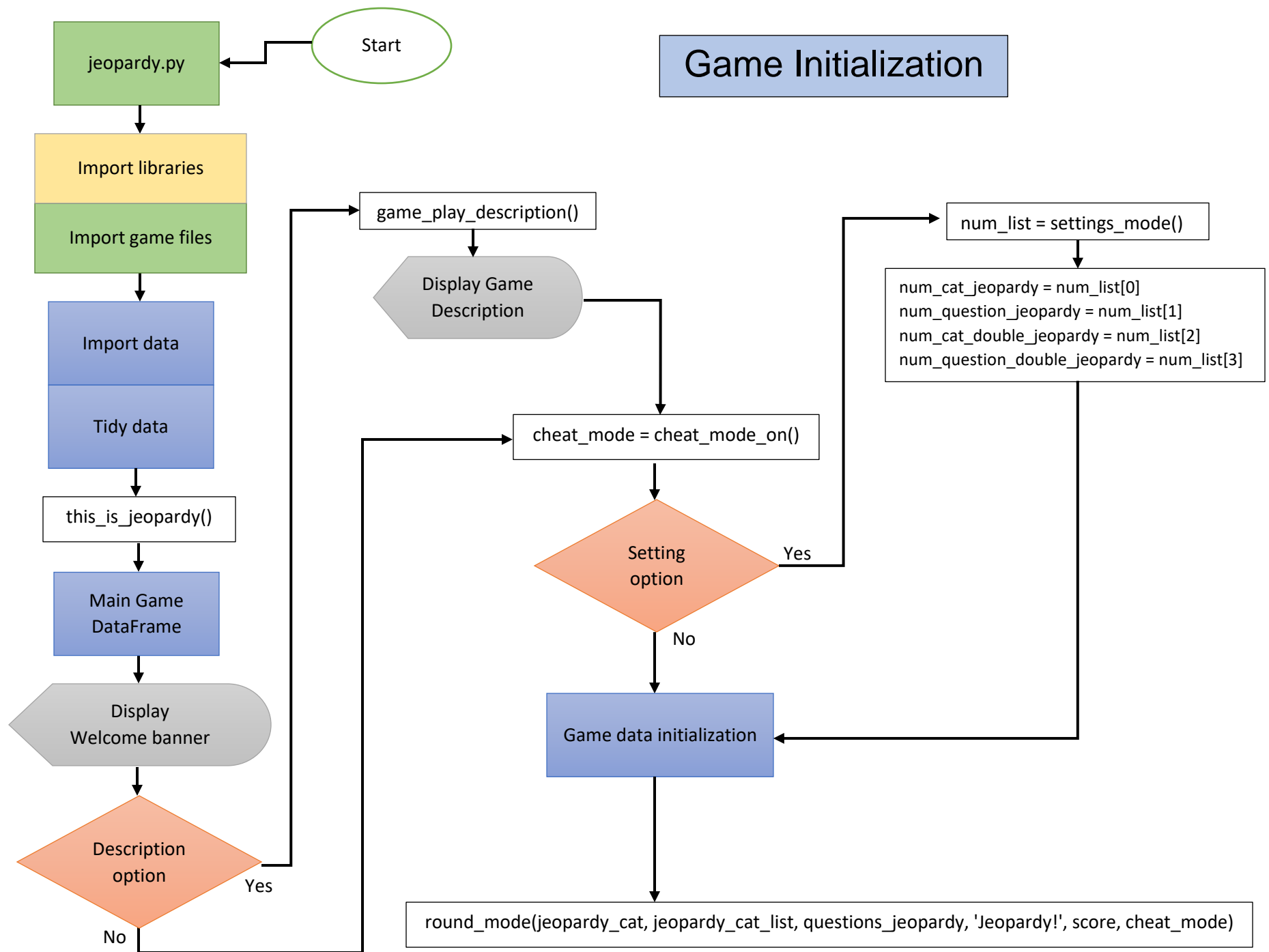
Code section flow chart representing the relationship between the game code sections.
The sections are saved in four different python files, with the jeopardy.py been the game code main-section, and final_jeoprady.py, display.py and input_error.py been the game code sub-sections..

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)

end_game(score, round)

Play again?

→ No → End

→ Yes → this_is_jeopardy()

True

score_display(score)

cat_select_mode(round_cat, ..., cheat_mode)

questions_values_display_mode(cat_selection, ..., cheat_mode)

False

score < 1

True

False

end_game(score, 'Final Jeopardy!')

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)

round == 'Jeopardy!

False

True

fj.final_jeopardy_round(final_jeopardy, score, cheat_mode)

Display Round Clue

round_mode(double_jeopardy_cat, ..., cheat_mode)

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

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

Display
Final Jeopardy!

Display
Question

Final Jeopardy Round

Display answer ← True — Cheat_mode

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()
```