

# Project 6: Guess Who In Guess Who, you'll be building a text version of the classic board game. Dictionaries will be the key to this project. [Play a Sample Game.](<http://www.miniplay.gr/?view=game&gid=76>) ##

Overview 1. The game should store information on at least 5 different characters. 2. Each character should have a name, gender, age, height, and hair color. 3. When the game begins, a character should be randomly selected by the computer. 4. The player can ask for 2 pieces of information about the random character, and then has to make a guess as to who was picked. ### Behavior/Commands \* list: list out all the character's names \* gender/age/height/hair: asks for a piece of information \* guess name: guess a character \* help: displays all commands \* quit: exits the game ### Implementation Details To store and access the information you'll need to use dictionaries, which will allow for quick and direct access. ### Example Output ``python What would you like to do? list mike: ['Male', '15', '6'1", 'Blonde'] liv: ['Female', '25', '5'11", 'Blonde'] lisa: ['Female', '15', '5'10", 'Red'] linda: ['Female', '25', '5'7", 'Brown'] bill: ['Male', '20', '5'5", 'Brown'] What would you like to do? age 20 What would you like to do? hair Brown What would you like to do? guess liv You lost... `` ``python What would you like to do? gender Female What would you like to do? height 5'7 What would you like to do? guess linda ``