Python Mini Project

Generation Australia AZC07

Emoji Guess Game

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Introduction

My project is an emoji guess game to demonstrate what I learned in Python.
It’s a simple project using the following:

- Conditional if statements
- For loop
- While loop
- Lists
- Tuple
- Emoji module
- Timer module
- Calling variables defined in another file

The Game

Introduction:

The Emoji Words Game is a fun and interactive game that challenges players to guess words represented by emojis. It is a simple yet engaging game that can be played by people of all ages. The game is designed to improve vocabulary, increase knowledge about different countries, and test the player's ability to identify food and drinks based on their emojis.

Features:

- The game has two categories: Countries and Food
- Each category consists of four words represented by emojis.
- The player has 10 seconds to guess each word.
- The game keeps track of the player's score.
- The game can be played multiple times.

How to Play:

1. Select the category you want to play.
2. You will have 10 seconds to guess the word.
3. If you guess correctly, you get a point.
4. If you don't guess correctly within the given time, you lose the opportunity to score for that word.
5. At the end of the game, your final score is displayed.
6. You can choose to play again or exit the game.

Starter code

```
print('🧀🍔')
guess = input('Guess the word : \n')
answer = 'cheese burger'
if guess == answer:
    print('Correct')
else:
    print('Incorrect, the correct answer is
', answer)
```

Modifications till final code

1.Made 2 lists each for emojis and answers.
2.Included for loop to go to all list items.
3.Combined lists and made tuples.
4.Added 1 more category of emojis.
5.Included emoji module.
6.Added while loop to keep continuing the game if user wants.
7.Added code to include score.
8.Added timer function to set timer for user input by using Timer module.
9.Created another file to store emojis and answers so that the answers are not revealed in source code.
10.Final code .

Final code

```
from threading import Timer
import emojiwords

c1 = emojiwords.c1
c2 = emojiwords.c2
c3 = emojiwords.c3
c4 = emojiwords.c4

cw1 = emojiwords.cw1
cw2 = emojiwords.cw2
cw3 = emojiwords.cw3
cw4 = emojiwords.cw4

f1 = emojiwords.f1
f2 = emojiwords.f2
f3 = emojiwords.f3
f4 = emojiwords.f4

fw1 = emojiwords.fw1
fw2 = emojiwords.fw2
fw3 = emojiwords.fw3
fw4 = emojiwords.fw4

my_lists = [
   [(c1, cw1), (c2, cw2), (c3 , cw3),(c4 , cw4)],
   [(f1, fw1), (f2, fw2), (f3 , fw3), (f4 , fw4)],
 ]
```

```
print('\nNote:\n'
      '1.Select the category you want to play.\n'
      '2.You will have 10 seconds to guess the word.\n')

while True:
   s = 0
   choice = int(input('Select the category :
\n1:Countries\n2:Food\n'))

   if choice == 1 or choice == 2:
      for i in my_lists[int(choice) - 1]:
         print('\n', i[0])
         timeout = 10
         t = Timer(timeout, print, ['Sorry, times up. \nThe correct
answer was : ', i[1], '\nPress a key to continue'])
         prompt = "Guess the word \n"
         t.start()
         guess = input(prompt)
         if t.is_alive():
            t.cancel()
            if guess.lower() == i[1].lower():
               print("Correct!")
               s += 1
            else:
               print("Incorrect. The word was", i[1])
         else:
            continue

      print('\nYour final score is : ', s)

   else:
      print('Please enter correct option:')

   play_again = input('\nDo you want to play again? (y/n) ')
   if play_again.lower() == 'n':
      break
```

References

- ACG – Basics
- How to use emojis - How to print 😁😛😋🤣emojis using python🐍 | by Keerti Prajapati | Analytics Vidhya | Medium
- Timer – python - Time-Limited Input? - Stack Overflow
- Emoji module list - Emoji List, v15.0 (unicode.org)
- Chat gpt.

Ready For The Game?

My emoji file – emojiwords.py

```
import emoji
#countries

c1 = emoji.emojize(':bell: :person_lifting_weights:')
cw1 = 'Belgium'

c2 = emoji.emojize(' O :man:')
cw2 = 'Oman'

c3 = emoji.emojize(' & :door: A')
cw3 = 'Andora'

c4 = emoji.emojize(' U:building_construction:')
cw4 = 'Ukraine'

#food

f1 = emoji.emojize(':chocolate_bar: :man_cook: :key: ')
fw1 = 'chocolate cookie'

f2 = emoji.emojize(' :cow: :pie: ')
fw2 = 'beef pie'

f3 = emoji.emojize(' :ear_of_corn: :snowflake: ')
fw3 = 'corn flakes'

f4 = emoji.emojize(' :hot_springs: :dog: ')
fw4 = 'hot dog'
```