



To Do

README.md
🕒 25 Sep 📋 2/6

User_manual
🕒 25 Sep 📋 0/5

Slide_presentation
🕒 25 Sep 📋 0/5

App presentation
🕒 25 Sep 📋 0/5

Testing
🕒 25 Sep 📋 0/5

YAGNI DRY
📋 0/2

BASH

+ Add a card

Doing

Slide_deck
🕒 25 Sep 📋 0/5

+ Add a card

Done

Main_Title_Graphic
🕒 19 Sep 📋 6/6

name_user_input
🕒 20 Sep 📋 5/5

Navigation
🕒 20 Sep 📋 5/5

verify_answer
🕒 21 Sep 📋 5/5

Questions and answers
🕒 21 Sep 📋 5/5

Text_Decoration
🕒 22 Sep 📋 5/5

Question_counter
🕒 24 Sep 📋 5/5

time
🕒 23 Sep 📋 5/5

Score_display_page
🕒 22 Sep 📋 5/5

ASCII_decoration_file
🕒 25 Sep 📋 5/5

+ Add a card

+ Add another list

Create

Main_Title_Graphic

in list [Done](#)

Due date

✓

19 Sep at 17:00

complete

▼

Description

Edit

The welcome mat of the grey matter brain teaser app. It needs title and prompts.

✓

main_Checklist

Hide checked items

Delete

100%

✓

clear-screen

✓

use-pyfiglet-and-colorprint-to-create-a-title-graphic

✓

add-'press-any-key'-feature

✓

took-for-some-cool-ASCII-art

✓

display-local-time

✓

import-question-and-answer-file

Add an item

Automation

①

+

Add button

Actions

→

Move

📄

Copy

📄

Make template

👁

Watch

Add to card

👤

Members

🏷

Labels

☑

Checklist

📅

Dates

📎

Attachment

🖼

Cover

🔍

Custom Fields

Add dropdowns, text fields, dates, and more to your cards.

📄

Start free trial

Power-Ups

+

Add Power-Ups

Activity

Show details

DD

Write a comment...

```
main.py > ...
import time
import getch
from termcolor import colored, cprint
from pyfiglet import Figlet
from ascii import impossible_cube
import os

f = Figlet(font='colossal')
prs_any_key = (' >>> PRESS -- ANY -- KEY >>> ')
daily_title = ('DAILY')
game_title = ('GAME')

os.system('clear')
cprint((impossible_cube + '\n'), 'yellow')

cprint('\n\n' + (prs_any_key.center(70) + '\n'),
      'red', attrs=['bold', 'blink'])

cprint((daily_title.center(70) + '\n\n'),
      'cyan', attrs=['bold'])

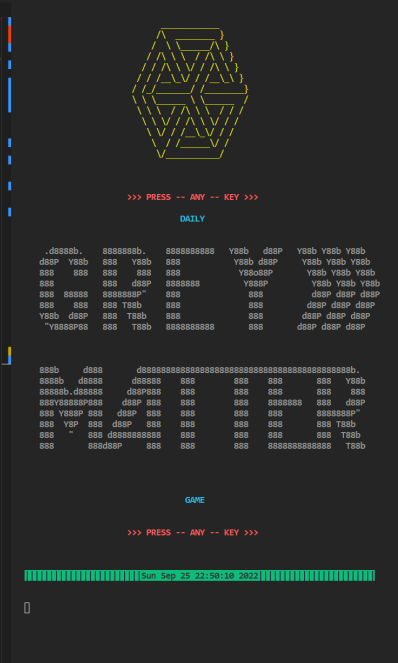
cprint(colored(f.renderText(' G R E Y >>>\n MATTER'),
              'grey', attrs=['bold']))

cprint((game_title.center(70) + '\n\n'),
      'cyan', attrs=['bold'])

cprint((prs_any_key.center(70) + '\n\n'),
      'red', attrs=['bold', 'blink'])

cprint('\n' + time.asctime().center(72, '|') + '\n\n'),
      'green', attrs=['bold', 'reverse'])

char = getch.getch()
```



name_user_input

in list

Done

Due date

✓

20 Sep at 12:00

complete

▼

Description

Edit

Take the players name and incorporate throughout app.

✓

name_user_input_Checklist

Hide checked items

Delete

100%

✓

add name input prompt

✓

add title for user to understand input required

✓

add graphic to spice up the screen

✓

use termcolor on text

✓

find cool heading with pyfiglet

Add an item

Add to card

Members

Labels

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Dates

Attachment

Cover

Custom Fields

Add dropdowns, text fields, dates, and more to your cards.

Start free trial

Power-Ups

+ Add Power-Ups

Automation

+ Add button

Actions

→ Move

Copy

Make template

Watch

Archive

Activity

Show details

DD

Write a comment...

```
q_and_a.py > ...

['Q. Bishop', 'W. Knight', 'A. Pawn', 'S. Rook']]

print('\n')
cprint(colored(f.renderText(enter_name), 'red', attrs = ['bold']))

print(epic_sword)

cprint(('\\n' + player_name.center(70)), 'red', attrs = ['bold'])
player_name = input()
player_name = player_name.upper()

os.system('clear')

daily_game()

while replay_quiz():
    os.system('clear')
    daily_game()

os.system('clear')
cowsay.trex('Return For New\\n Questions Tomorrow, \\n' + player_name + '!')
print('\\n')
next_quiz_count_down()
cprint(('\\n' + time.asctime().center(100, '|') + '\\n\\n'), 'green', attrs = ['bold', 'reverse'])
```

Show desktop

Score_display_page

in list [Done](#)

Due date

22 Sep at 23:00

complete

Description

Edit

Create a way to display the score, entered answers and correct answers.

score_Checklist

100%

Hide checked items

Delete

Display players-answers along with correct answers:

Display correct score-%

Print a phrase that changes with the score %: Eg. 'well done', 'good effort', 'outstanding':

add-ascii to fill-out screen

add-coloring

Add an item

Members

Labels

Checklist

Dates

Attachment

Cover

Custom Fields

Add dropdowns, text fields, dates, and more to your cards.

Start free trial

Power-Ups

Add Power-Ups

Automation

Add button

Actions

→ Move

Copy

Make template

Watch

Archive

Share

Activity

Show details

DD

Write a comment...

```
return 0

def final_score(correct_user_answer, user_answer):
    os.system('matrix -u21 3')
    cprint('\n' + ' G R E Y -- >>> -- MATTER '.center(70, ':'),
          'green', attrs = ['bold'])
    print('\n')

    print('Answers: '.center(35), end='')
    for i in quiz_questions:
        print(quiz_questions.get(i), end=' ')
    print('\n')

    print('Choices: '.center(35), end='')
    for i in user_answer:
        print(i, end=' ')
    print('\n')

    score = int((correct_user_answer/len(quiz_questions))*100)
    cprint(('Your Grey Matter Score Today '.center(55) + str(score)+'%\n'),
          'yellow')
    print(round_door + '\n')

    if score <= 25:
        cprint(('Good Effort, There Is Room For Improvement!'.center(70)),
              'yellow', attrs = ['bold'])

    elif score <= 50:
        cprint(('Great Game, Keep It Up!'.center(70)),
              'blue', attrs = ['bold'])

    else:
        cprint(('Outstanding, Great Score!'.center(70)),
              'cyan', attrs = ['bold'])
```



```

q_and_a.py 9 X wrapper.sh README.md 9+ test_game.py ascii.py python3 -
and_a.py > ...
    return 0

def final_score(correct_user_answer, user_answer):
    os.system('matrix -u21 3')
    cprint('\n' + ' G R E Y -- >>> -- MATTER '.center(70, ':'),
          'green', attrs = ['bold'])
    print('\n')

    print('Answers: '.center(35), end='')
    for i in quiz_questions:
        print(quiz_questions.get(i), end=' ')
    print('\n')

    print('Choices: '.center(35), end='')
    for i in user_answer:
        print(i, end=' ')
    print('\n')

    score = int((correct_user_answer/len(quiz_questions))*100)
    cprint(('Your Grey Matter Score Today '.center(55) + str(score)+'%\n'),
          'yellow')
    print(round_door + '\n')

    if score <= 25:
        cprint(('Good Effort, There Is Room For Improvement!'.center(70)),
              'yellow', attrs = ['bold'])

    elif score <= 50:
        cprint(('Great Game, Keep It Up!'.center(70)),
              'blue', attrs = ['bold'])

    else:
        cprint(('Outstanding, Great Score!'.center(70)),
              'cyan', attrs = ['bold'])

```



```

::::::::::::::::: G R E Y -- >>> -- MATTER :::::::::::::::::::

```

Answers: A S W Q S W

Choices: W W E B S Q

Your Grey Matter Score Today 16%



Good Effort, There Is Room For Improvement!

WOULD YOU LIKE TO REPLAY TODAY'S GAME? (Y or N) █

time

in list Done

Due date

23 Sep at 13:00

complete

Description

Edit

Game to be played once per day (possible replays).
Display current local time values.

time_Checklist

Hide checked items

Delete

100%

import-time

display-current-local-time-for-player-on-main-page

display-time-until-next-game(next-day)-on-last-page

display-in-centre

reverse-color-for-effect

Add an item

Activity

Show details

DD

Write a comment...

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+ Add Power-Ups

Automation

+ Add button

Actions

→ Move

Copy

Make template

Watch

Archive

Share

q_and_a.py > ...

['Q. Bishop', 'W. Knight', 'A. Pawn', 'S. Rook']

print('\n')

cprint(colored(f.renderText(enter_name), 'red', attrs = ['bold']))

print(epic_sword)

cprint(('\\n' + player_name.center(70)), 'red', attrs = ['bold'])

player_name = input()

player_name = player_name.upper()

os.system('clear')

daily_game()

while replay_quiz():

os.system('clear')

daily_game()

os.system('clear')

cowsay.trex('Return For New\\n Questions Tomorrow, \\n' + player_name + '!')

print('\\n')

next_quiz_count_down()

cprint(('\\n' + time.asctime().center(100, '|') + '\\n\\n'), 'green', attrs = ['bold', 'reverse'])

Return For New Questions Tomorrow, JATRO!

Time Until New Game quiz_Questions >>> 2 Hrs : 6 Min

Sun Sep 25 22:54:42 2022

(.venv) dylan@LAPTOP-28DPODHB: ~/projects/term1/python/DylanDavidson_T1A3/src\$

Testing Q and A function.

Expected return if input True >>> CORRECT!

Expected return if input False >>> NOT So! Its (answer)

def test_daily_game():

answer_options = ('Enter (Q, W, A, or S): ')

user_answer = []

correct_user_answer = 0

quiz_question_number = 1

for key in quiz_questions:

print(('\\n' + 'Question >>> ' + str(quiz_question_number).center(70) + '>>> Of 6' + '\\n'), 'green',)

print(('\\n\\n' + key.center(70) + '\\n'), 'cyan')

print()

for i in options[quiz_question_number-1]:

print((i.center(70) + '\\n\\n'), 'yellow')

guess = input(answer_options.center(70))

print('\\n')

guess = guess.upper()

user_answer.append(guess)

correct_user_answer += verify_answer(quiz_questions.get(key), guess)

guess = guess.upper()

quiz_question_number += 1

getch.getch()

os.system('clear')

def verify_answer(answer, guess):

if answer == guess:

print(('CORRECT!'.center(70) + '\\n\\n'), 'green')

return 1

(.venv) dylan@LAPTOP-2B0PODHO:~/projects/term1/python/DylanDavidson_T1A3\$ python test_game.py --capture=no

===== test session starts =====

platform linux2 -- Python 2.7.18, pytest-4.6.9, py-1.8.1, pluggy-0.13.0

rootdir: /mnt/c/Users/Dylan/projects/term1/python/DylanDavidson_T1A3

collected 1 item

test_game.py (\\nQuestion >>> 1 >>> OF 6\\n, 'green')

(\\n\\n CHEMISTRY: The chemical compound NaCl (sodium Chloride) is? \\n, 'cyan')

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(.venv) dylan@LAPTOP-2B0PODHO:~/projects/term1/python/DylanDavidson_T1A3\$ git add .

(.venv) dylan@LAPTOP-2B0PODHO:~/projects/term1/python/DylanDavidson_T1A3\$ git commit -m '1

```
from q and a import replay_quiz
```

```
#Testing the replay loop functionality
```

```
#Expected result from testing:
```

```
#If input is y >>> True
```

```
#If input is NOT y >>> False
```

```
def test_replay_quiz():
```

```
    replay = input('\nWOULD YOU LIKE TO REPLAY TODAY\'S GAME? (Y or N) ')
```

```
    replay = replay.upper()
```

```
    if replay == 'Y':
```

```
        print(True)
```

```
    else:
```

```
        print(False)
```

```
(.venv) dylan@LAPTOP-2BDPODH0:~/projects/term1/python/DylanDavidson_T1A3$ pytest test_game.py --capture=no
```

```
platform linux2 -- Python 2.7.18, pytest-4.6.9, py-1.8.1, pluggy-0.13.0
rootdir: /mnt/c/Users/Dylan/projects/term1/python/DylanDavidson_T1A3
collected 1 item
```

```
test_game.py
WOULD YOU LIKE TO REPLAY TODAY'S GAME? (Y or N) 'y'
True
.
```

```
===== 1 passed in 33.80 seconds =====
(.venv) dylan@LAPTOP-2BDPODH0:~/projects/term1/python/DylanDavidson_T1A3$ pytest test_game.py --capture=no
```

```
platform linux2 -- Python 2.7.18, pytest-4.6.9, py-1.8.1, pluggy-0.13.0
rootdir: /mnt/c/Users/Dylan/projects/term1/python/DylanDavidson_T1A3
collected 1 item
```

```
test_game.py
WOULD YOU LIKE TO REPLAY TODAY'S GAME? (Y or N) 'n'
False
.
```

```
===== 1 passed in 5.29 seconds =====
(.venv) dylan@LAPTOP-2BDPODH0:~/projects/term1/python/DylanDavidson_T1A3$ pytest test_game.py --capture=no
```

```
platform linux2 -- Python 2.7.18, pytest-4.6.9, py-1.8.1, pluggy-0.13.0
rootdir: /mnt/c/Users/Dylan/projects/term1/python/DylanDavidson_T1A3
collected 1 item
```

```
test_game.py
WOULD YOU LIKE TO REPLAY TODAY'S GAME? (Y or N) 'p'
False
.
```

```
===== 1 passed in 172.81 seconds =====
(.venv) dylan@LAPTOP-2BDPODH0:~/projects/term1/python/DylanDavidson_T1A3$ pytest test_game.py --capture=no
```

```
platform linux2 -- Python 2.7.18, pytest-4.6.9, py-1.8.1, pluggy-0.13.0
rootdir: /mnt/c/Users/Dylan/projects/term1/python/DylanDavidson_T1A3
collected 1 item
```

```
test_game.py
WOULD YOU LIKE TO REPLAY TODAY'S GAME? (Y or N) 'hfgdfsw'
False
.
```

```
===== 1 passed in 8.90 seconds =====
(.venv) dylan@LAPTOP-2BDPODH0:~/projects/term1/python/DylanDavidson_T1A3$ pytest test_game.py --capture=no
```

```
platform linux2 -- Python 2.7.18, pytest-4.6.9, py-1.8.1, pluggy-0.13.0
rootdir: /mnt/c/Users/Dylan/projects/term1/python/DylanDavidson_T1A3
collected 1 item
```

```
test_game.py
WOULD YOU LIKE TO REPLAY TODAY'S GAME? (Y or N) ' '
False
.
```

```
===== 1 passed in 54.08 seconds =====
(.venv) dylan@LAPTOP-2BDPODH0:~/projects/term1/python/DylanDavidson_T1A3$
```