

CS 102 Lab 6

Who Wants to be an Imaginary Millionaire?

Specification

We are going to use the "Rest Countires v1" API which can be found at <https://market.mashape.com/fayder/rest-countries-v1> and create a GUI that is a quiz game similar to "Who Wants to be a Millionaire?" using the data from the API, such as Country, Captial, Currency, and Population, to create a question, answer, and multiple fake answers. To make it more difficult there will be no life lines, but they can get a total of three answers wrong before they lose. Displayed by the number of X in the corner. We will also create a seperate GUI for the Scoreboard, the score will be given based number of correct answers. The top 10 scores will be saved on a leaderboard in the program. However, game progress will not be saved for future play, if you close the game you must restart.

Analysis: Part 1

- INPUTS
 - The user will be able to move the mouse and click their answer
 - Also enter and save their name and top 10 scores
- OUTPUTS
 - The user will see two windows: one for score and one for questions and answers
 - If they click the wrong a red X will appear in the bottom right corner and they get to choose again up to 3 X
 - If they click the right answer a green checkmark will appear in the bottom left and they will continue onto the next question.

Analysis: Part 2

- PROCESS

- Make a country list of 30 countries
- Make a question list of 3 questions with blanks for the countries
 - * What is the Population of (Insert Country Here)?
 - * What is the Currency of (Insert Country Here)?
 - * What is the Capital of (Insert Country Here)?
- The code picks a random question from the question list and a random country from the country list and formats them together
- The code also picks 3 fake answer choices based off the data of other countries
- The question and answers are displayed to the user and they choose one answer
 - * If correct they will continue to the next question and repeat till they get 10 right
 - * If wrong they are given a strike and three strikes equal game over
- When the game ends, either after 10 correct answers or game over they will see their leaderboard
 - * If their score is in the top 10 they can save it with their name
 - * If their score is not in the top 10 it will just display the leaderboard with their score

Analysis: Part 3



