

## Midterm\_Project Planning

The Project Name: *Ask the expert*

The Project Topic: The user becomes an expert at telling countries' capital cities and teaches the program if it doesn't know by running this program.

Task:

- The input box prompts the user to enter the name of the country and when he/she writes the answer the program gives them the capital city of that country.
- If the program doesn't know the capital city of the country, it asks the user to input the information himself/herself. The more the program is used, the smarter it gets.

Problem:

- It is tedious to find and remember the capital cities of the world's countries by looking up the map every time a person is interested in taking a glance at one of them.

Goal:

- Help the user to learn about the capital cities in a playful and less energy consuming manner.

User Requirements:

- The program keeps working in a loop:
  - Once the program is run, the prompt asks the person to enter the name of the country
  - If the user enters the string 'quit' the program stops
  - While entering the country name, the program accepts values without capitalization errors.

- The program outputs the sting value that is the capital of the country
- If the program doesn't have the information, it inquires to input the information:
  - The message: 'I do not know the capital of this county! You can teach me so that I will be smarter next time... (Yes/No)
  - The user could either input the information about the "new" country the program does not know or escape it to continue the game.