

Project – Week 1

‘Guess the number’
Game



How it works

Project Description

- The game is "Guess the number". The user has 3 attempts to guess the number, each time a number is chosen, the system indicates if the secret number has a higher or lower value.

Rules

- After opening the notebook, the user has to select the first cell and run it. Then, it is requested to select a number through a Dropdown box. When the number is selected, the user must submit his answer clicking on the button "Submit".

How it was done.

Workflow

1. Create the structure of the code (applying the "if's"/loops and make the code run according to the instructions)
2. Check the behavior of the inputs and outputs of the system.
3. Tried to create the interaction with the user, for a better workflow of the game.

Difficulties:

1. Had to do in three different ways until the final version (first using the input method, the second using slices, and in the end, I applied the dropdown list instead)
2. The information available online about 'ipywidgets' is not very clear in my opinion.