



## Girls' Programming Network

### ***Guess Who!***

*Create a program that picks a Guess Who character at random and gives you hints to help you guess it!*

**TUTORS ONLY**

**This project was created by GPN Australia for GPN sites all around Australia!**

**This workbook and related materials were created by tutors at:**

**Sydney, Canberra and Perth**



**Girls' Programming Network**

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# Part 0: Setting up

## Task 0.1: Making a python file in Repl It

1. Go to <https://replit.com/>
2. Sign up or log in  
(we recommend signing in with Google if you have a Google account)

### TUTOR TIPS


- Make sure students go to <https://replit.com/> and create a Python project
- Make sure they are writing in their main.py file

## Task 0.2: Making a python file

1. **Create** a new project
2. Select **Python** for the template
3. Name your project **guess\_who**

## Task 0.3: You've got a blank space, so write your name!

A main.py file will have be created for you!

1. At the top of the file use a comment to write your name!  
**Any line starting with # is a comment.**  
`# This is a comment`
2. Run your code using the  **Run** button. It **won't** do anything yet!

### ✔ CHECKPOINT ✔

If you can tick all of these off you can go to Part 1:

- ☐ You should have a file called main.py
- ☐ Your file has your name at the top in a comment
- ☐ Run your file and it does nothing!

### TUTOR TIPS

The code should look like this:

```
# <student's name>
```

# Part 1: Welcome to 'Guess Who'

## Task 1.1: Welcome to 'Guess Who'

Let's `print` out a welcome message to the players. You can make the computer say anything you want!

```
-----  
Welcome to Guess Who!  
-----
```

## TUTOR TIPS

**You may need to remind them to use the F5 key to run the program**

## Task 1.2: Who is playing my game?

Let's find out who's playing!

Use `input` to ask the user for their name. Store their answer in a variable called `player_name` so we can use it in our code!

## Task 1.3: Let's play!

Now that we know the player's name, let's `print` out a customised message to them.

For example, if the player typed in Annie, we might `print`:

```
Let us start playing,  
Annie!
```

## TUTOR TIPS

**Some students may try and `print` "Let's start playing", and use single quotes without escaping the apostrophe.**

## Hint

Remember to use the `player_name` variable that you made in Task 1.2!

## ✓ CHECKPOINT ✓

If you can tick all of these off you can go to Part 2:

- ☐ Print a welcome message to the player
- ☐ Ask for the player's name
- ☐ Print a customised message to the player
- ☐ Try running your code!

## TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")
```

## Part 2: Picking a person!

### Lists

### Task 2.1: Creating a person

Let's create our own character using a list, and store it in a variable called `character`.

You can make the person to be like you, your friend, or anyone you want!

#### Hint

We want the list to store the character's name, eye colour, hair colour, and accessory. We'll store them in this order:

```
[<name>, <eye colour>, <hair colour>, <accessory>]
```

For example:

```
['Annie', 'brown', 'blue', 'glasses']
```

### TUTOR TIPS

**Make sure the students uses square brackets!**

### Task 2.2: Print out the character

Let's `print` out the character that you have created. It should look like this:

```
['Annie', 'brown', 'blue', 'glasses']
```

### TUTOR TIPS

**Make sure the students print out the person so that they can see that it's a list.**

### Task 2.3: Splitting up the list!

It's easier to access the character's individual features if we store each one in its own variable. Let's do that now!

Make a variable called `name`. Get the name from the character list you created in Task 2.1 and store it in this variable!

## Hint

To get something out of a list, you add this to your program:

```
pets = ['Fluffy', 'Oscar', 'Audrey', 'Molly']  
cat = pets[3]
```

Don't forget that lists start at index 0!

## TUTOR TIPS

**The students may try to do something like:**

```
eye_colour = "brown"
```

**Instead of:**

```
eye_colour = character[1]
```

**This code will work fine, but will cause issues when it comes to later parts, when there will be different people with different characteristics.**

## Task 2.4: More features!

Let's also get the other features of our person out and store them in variables.

1. Make a different variable called `eye_colour`. Get the character's eye colour from the list, and store it in here.
2. Make another variable - this time for the hair colour. You can decide what to call it (`hair_colour` could be good). Store the character's hair colour in here.
3. The last feature we need is the character's accessory, so make a variable for this!

## Task 2.4: Print out each of the features

Use print statements to print out the name, eye colour, hair colour and accessory of our character.

It should look like this when you run your code:

```
Name is: Annie  
Eye is: brown  
Hair is: blue  
Accessory is: glasses
```

## TUTOR TIPS

**Some students may try and do this with just a single print statement. It will probably be easier to split it up!**

## ✓ CHECKPOINT ✓

**If you can tick all of these off you can go to Part 3:**

- ☐ Created a person
- ☐ Print out the person
- ☐ Split up the features of the person and store them in variables
- ☐ Print out the features of the person
- ☐ Run your code!



## TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# start part 2
character = ["Annie", "brown", "blue", "glasses"]
print(character)

name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]
print("Name is:", name)
print("Eye is:", eye_colour)
print("Hair is:", hair_colour)
print("Accessory is:", accessory)
```

## Part 3: Guess who?

### Task 3.1: Guessing someone's name

Use `input` to ask the player to guess the name of your character. Save their answer in a variable - name it something like `guess`.

#### Hint

Don't forget to comment out the code where we `print` out the character we created and their features!

It would be a pretty boring game if we just told the player who the character is.

#### TUTOR TIPS

**It doesn't explicitly say to print out what the player's guess is. But if the student is struggling to understand `input` print it out might help!**

### Task 3.2: Check if they have guessed correctly!

Use `if` and `else` statements to tell the player whether or not they have made the right guess.

You should also congratulate them if they have guessed it right:

```
Guess who? Annie  
You got it right!
```

You should print out the correct name if they have guessed wrong, like below:

```
Guess who? Mary  
Nope, sorry, it was Annie!
```

#### TUTOR TIPS

**Some students may use a single equal sign to test for equality. Make sure they are using double equals!**

## ✓ CHECKPOINT ✓

If you can tick all of these off you can go to Part 4:

- ☐ Ask the player to guess who and store it in a variable
- ☐ Congratulate them if they guess it right
- ☐ Tell them what the correct name was if they are wrong
- ☐ Run your code and test different names

## TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# start part 2
character = ["Annie", "brown", "blue", "glasses"]
# print(character)

name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]
# print("Name is:", name)
# print("Eye is:", eye_colour)
# print("Hair is:", hair_colour)
# print("Accessory is:", accessory)

# start part 3
guess = input("Guess who? ")
if (guess == name):
    print("You got it right!")
else:
    print("Nope, sorry, it was " + name + "!")
```

## ★ BONUS 3.3: ALEX alex or ALEX

Waiting for the next lecture? Try adding this bonus feature!!

We can use `word = word.title()` to change what the player entered to title case. Title case is when the first letter is upper case and all the rest are lower case, like a name!

Update your code so we're always using the title case version of what your player entered!

## TUTOR TIPS

The code should look like this (with bonuses):

```
# <the student's name>

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# start part 2
character = ["Annie", "brown", "blue", "glasses"]
# print(character)

name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]
# print("Name is:", name)
# print("Eye is:", eye_colour)
# print("Hair is:", hair_colour)
# print("Accessory is:", accessory)

# start part 3 + bonus
guess = input("Guess who? ")
if (guess.title() == name):
    print("You got it right!")
else:
    print("Nope, sorry, it was " + name + "!")
```

## Part 4: Let's get more information!

We are just guessing blindly at the moment, which isn't very fun! Let's let the player get more information about the person before they have to guess who.

### Task 4.1: Asking about eyes

Before your code that asks the player to guess who, ask the player to guess what the person's eye colour is! Store their answer in a variable - call it something like: `eye_guess`

Your question should look something like this, if the user guesses brown eyes.

```
Guess their eye colour? brown
```

### TUTOR TIPS

**Make sure the students phrase the question so they get a "yes" or "no" answer. Some of the students may type something like "what is the eye colour".**

### Task 4.2: Check the eyes

Check to see if the eye colour that the player guessed is the correct one using `if` and `else` statements. If they are right, tell them `"Yes"`, otherwise tell them `"No"`.

For example, if your character's eye colour is brown and the user guesses right:

```
Guess their eye colour? brown
Yes
```

### Task 4.3: What's their hair colour?

Now do the same thing that you did for 4.1 + 4.2, but this time, ask to guess the person's hair colour!

Put this after you have asked them to guess the eye colour, but before your code that asks the player to guess who.

#### TUTOR TIPS

**Make sure the students phrase the question so they get a “yes” or “no” answer. Some of the students may type something like “what is the hair colour”.**

### Task 4.4: What's their accessory?

Do the same thing again that you did for 4.1 and 4.2, but for the person's accessory!

Put this after you have asked them to guess the hair colour, but before your code that asks the player to guess who.

#### TUTOR TIPS

**Make sure the students phrase the question so they get a “yes” or “no” answer. Some of the students may type something like “what is the accessory”.**

### ☑ CHECKPOINT ☑

**If you can tick all of these off you can go to Part 5:**

- ☐ Ask the user for their eye colour guess
- ☐ Print out whether or not their eye guess was right
- ☐ Ask the user for their hair colour guess
- ☐ Print out whether or not their hair guess was right
- ☐ Ask the user for their accessory guess
- ☐ Print out whether or not their accessory guess was right
- ☐ Run your code!

## TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>
print("Welcome to Guess Who!")

player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# start part 2
character = ["Annie", "brown", "blue", "glasses"]
# print(character)

name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]

# start part 4
guess = input("Guess their eye colour? ")
if (guess == eye_colour):
    print("Yes")
else:
    print("No")

guess = input("Guess their hair colour? ")
if (guess == hair_colour):
    print("Yes")
else:
    print("No")

guess = input("Guess their accessory? ")
if (guess == accessory):
    print("Yes")
else:
    print("No")

# start part 3
guess = input("Guess who? ")
if (guess == name):
    print("You got it right!")
else:
    print("Nope, sorry, it was " + name + "!")
```

## ★ BONUS 4.4: BLUE Blue bLuE

Waiting for the next lecture? Try adding this bonus feature!!

We can use `word = word.lower()` to change what the player entered to lowercase. Update your code so we're always using the lowercase version of what your player entered for their guesses (except the name!)

## ★ BONUS 4.5: Not so fast!

Waiting for the next lecture? Try adding this bonus feature!!

This would look cooler if the computer paused before it said each line!

- 1) At the top of your file write `import time`  
This will let us use what we need to use to make our program sleep for a few seconds.
- 2) Before we tell the user whether or not they guessed correctly, add a line that says `time.sleep(1)`  
This will make our program 'sleep' for a second! You can adjust it to any time you want.

## TUTOR TIPS

The code should look like this (with bonuses):

```
# <the student's name>

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# start part 2
character = ["Annie", "brown", "blue", "glasses"]
# print(character)

name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]
# print("Name is:", name)
```



```

# print("Eye is:", eye_colour)
# print("Hair is:", hair_colour)
# print("Accessory is:", accessory)

# start part 4
guess = input("Guess their eye colour? ")
time.sleep(1)
if (guess.lower() == eye_colour):
    print("Yes")
else:
    print("No")

guess = input("Guess their hair colour? ")
time.sleep(1)
if (guess.lower() == hair_colour):
    print("Yes")
else:
    print("No")

guess = input("Guess their accessory? ")
time.sleep(1)
if (guess.lower() == accessory):
    print("Yes")
else:
    print("No")

# start part 3
guess = input("Guess who? ")
if (guess.title() == name):
    print("You got it right!")
else:
    print("Nope, sorry, it was " + name + "!")

```

# Part 5: Choose a random person.

## Task 5.1: One character is not enough

Comment out the line where you created a `character` in Task 2.1.

We're about to get a whole bunch of characters and we'll choose a character randomly from that. You can add your own character to the group later.

## Task 5.2: Copy the list of people

Go to the website and copy the `list` of the people and all of their features.

Paste the list **at the top of your file** so that it looks like this:

```
people = [{"Aleisha", "brown", "black", "hat"},
          ["Brittany", "blue", "red", "glasses"],
          ["Charlie", "green", "brown", "glasses"],
          ["Dave", "blue", "red", "glasses"],
          ["Eve", "green", "brown", "glasses"],
          ["Frankie", "hazel", "black", "hat"],
          ["George", "brown", "black", "glasses"],
          ["Hannah", "brown", "black", "glasses"],
          ["Isla", "brown", "brown", "none"],
          ["Jackie", "hazel", "blonde", "hat"],
          ["Kevin", "brown", "black", "hat"],
          ["Luka", "blue", "brown", "none"]]
```

## TUTOR TIPS

**Get the students to note that this is a list of lists! You'll need to mention this often as they get different people from the list, and access the different attributes.**

## Task 5.3: Import Random Library

To get access to cool random things we need to import random!

At the top of your file add this line:

```
import random
```

## Task 5.4: Choose a random person

Let's make the computer pick a random person out of the list that we have to guess!

Use `random.choice` to pick from the list of people. Store it in a variable called `character`.

### Hint

If I wanted to choose a random food for dinner I could use code like this:

```
food_list = ["pizza", "curry", "nutella", "omelette"]  
dinner = random.choice(food_list)
```

### TUTOR TIPS

**Choosing randomly from a list of lists will give us a single list.**

### Task 5.5: Print out the character

Print out the `character` that the computer has chosen.

Try running your code a couple of times! You should get a random person each time.

```
Selected character is:  
['Hannah', 'brown', 'black', 'glasses']
```

### TUTOR TIPS

**Make sure the students print out the person so that they can see that it's a list for later steps.**

### ✓ CHECKPOINT ✓

**If you can tick all of these off you can go to Part 6:**

- ☐ Comment out the character you made in Task 2.1
- ☐ Copied and pasted the list
- ☐ Print the list
- ☐ Chosen a random person from the list
- ☐ Print out the randomly chosen person
- ☐ Split up the features of the person
- ☐ Print out the features of the person, then comment this code out
- ☐ Run your code!

## TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>
import random

people = [
    ["Aleisha", "brown", "black", "hat"],
    ["Brittany", "blue", "red", "glasses"],
    ["Charlie", "green", "brown", "glasses"],
    ["Dave", "blue", "red", "glasses"],
    ["Eve", "green", "brown", "glasses"],
    ["Frankie", "hazel", "black", "hat"],
    ["George", "brown", "black", "glasses"],
    ["Hannah", "brown", "black", "glasses"],
    ["Isla", "brown", "brown", "none"],
    ["Jackie", "hazel", "blonde", "hat"],
    ["Kevin", "brown", "black", "hat"],
    ["Luka", "blue", "brown", "none"]
]

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# start part 2
# character = ["Annie", "brown", "blue", "glasses"]
character = random.choice(people)
print(character)

""" everything here is commented out
name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]
"""

""" everything here is commented out
```

```

guess = input("Guess their eye colour? ")
if (guess.lower() == eye_colour):
    print("Yes")
else:
    print("No")

guess = input("Guess their hair colour? ")
if (guess.lower() == hair_colour):
    print("Yes")
else:
    print("No")

guess = input("Guess their accessory? ")
if (guess.lower() == accessory):
    print("Yes")
else:
    print("No")

# start part 3
guess = input("Guess who? ")
if (guess == name):
    print("You got it right!")
else:
    print("Nope, sorry, it was " + name + "!")
"""

```

### ★ BONUS 5.6: Get creative!

You can add your original character to the list, and more!

We've left room for you to draw your own people in the character sheet. Once you've given them a name, eye colour, hair colour and accessory add them into the list of people at the top of your code!

Feel free to add yourself, your friends or one of the wonderful tutors at GPN!

# Part 6: Again, Again, Again!

We want to play 'Guess Who' until we guess the correct person! Let's add a loop to guess on repeat!

While  
Loops

## Task 6.1: Loop time!

Create a while loop that runs forever after you've selected the character and separated the features but before you get them to make the first guess, so we can ask as many questions as we want!

Use this line to make the game play on repeat

```
while True:
```

### TUTOR TIPS

**Make sure you the student picks a random character before the loop. Otherwise, they will spend a lot of time guessing and wondering who the character is.**

#### Hint

We want to repeat asking lots of questions and checking if the info is correct. So put this before your questions and if statements about hair/eyes/accessories/name.

## Task 6.2: Indenting your code

Things we want to do for every question need to be indented inside the loop. We want to guess the hair colour, eye colour, accessories and name every time!

### TUTOR TIPS

**Make sure you check that all the code that needs to be indented is.**

#### Hint

Indented lines have a tab (the big empty space) at the start like this, they look this:

```
while True:
    # THIS IS INDENTED
```

## Task 6.3: Stopping

We want our program to stop when we make the right guess! After we congratulate the user on making the right guess, add a **break** to stop the loop.

## Task 6.4: Update the wrong answer!

Update your `else` statement so that the user is no longer told who the correct person is when they get it wrong!

### ✓ CHECKPOINT ✓

If you can tick all of these off you can go to Part 7:

- ☐ Create a while loop that lets your game keep going!
- ☐ Your game code is inside the while loop
- ☐ The game only ends when you guess the right person!

## TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>
import random

people = [
    ["Aleisha", "brown", "black", "hat"],
    ["Brittany", "blue", "red", "glasses"],
    ["Charlie", "green", "brown", "glasses"],
    ["Dave", "blue", "red", "glasses"],
    ["Eve", "green", "brown", "glasses"],
    ["Frankie", "hazel", "black", "hat"],
    ["George", "brown", "black", "glasses"],
    ["Hannah", "brown", "black", "glasses"],
    ["Isla", "brown", "brown", "none"],
    ["Jackie", "hazel", "blonde", "hat"],
    ["Kevin", "brown", "black", "hat"],
    ["Luka", "blue", "brown", "none"]
]

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# character = ["Annie", "brown", "blue", "glasses"]
character = random.choice(people)
```

```
name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]

while True:
    guess = input("Guess their eye colour? ")
    if (guess.lower() == eye_colour):
        print("Yes")
    else:
        print("No")

    guess = input("Guess their hair colour? ")
    if (guess.lower() == hair_colour):
        print("Yes")
    else:
        print("No")

    guess = input("Guess their accessory? ")
    if (guess.lower() == accessory):
        print("Yes")
    else:
        print("No")

    guess = input("Guess who? ")
    if (guess == name):
        print("Yes")
        break
    else:
        print("No")
```



## 7. Extension: Which questions?

So far, we've had to ask each question every time we want to guess - even if you only needed to find out what their accessory is. Now, we want to let the human player decide which question they want to ask.

### Task 7.1: Eye colour, hair colour, accessory, or name?

Once your `while` loop has started, add a question that asks them what kind of question they would like to ask (eye colour, hair colour, accessory, or name?).

#### TUTOR TIPS

**Make sure the students phrase the question so they get a “yes” or “no” answer. Some of the students may type something like “what is the eye colour”.**

### Task 7.2: Question time!

You have 4 kinds of questions and if statement checks. Put each of these 4 chunks inside an if statement that means that it will only occur if this was the type of question the user wanted to ask.

#### Hint

Remember that `input` returns a `string`. Make sure that your type of `input` (string, int, etc.) matches the `if` statement!

#### TUTOR TIPS

**The finished code for all extensions (no bonuses) is right at the end of this booklet.**

## 8. Extension: How many questions?

Now, let's track how many (or how few) questions it takes you each game to guess correctly!

### Task 8.1: Counter!

Before your loop create a `variable`, this will be your guess counter. Start by setting it to 0.

#### TUTOR TIPS

**Some students will just call this variable `'variable'`. It will be less confusing later if they gave this a meaningful name, like `counter`!**

### Task 8.2: Add 1!

Every time the user makes a guess (a name guess or any other feature guess), add one to this counter.

#### Hint

You'll need to add to the counter at the beginning of your `while` loop!

#### TUTOR TIPS

**This counter has to be created before the `while` loop, otherwise they'll reset it every time.**

### Task 8.3: How many questions?

At the end of the game, `print` out how many questions the user has asked.

#### TUTOR TIPS

**The finished code for all extensions (no bonuses) is right at the end of this booklet.**

## 9. Extension: I give up!

What if you're sick of guessing, and just want to find out who it is? Let's now add to our code so that we can decide to give up and finish the game.

### Task 9.1: I give up!

When we check if the user has guessed the correct name we see if it is correct, in which case they win. Otherwise we tell them to try again.

Let's let them give up, ending the game and revealing the answer.

Add an `elif` to your `if-else` statement(s) so the user can give up and find out who it was.

### Hint

Create an `elif` statement to check if the user entered `"give up"` for their guess when trying to guess the name, and in this statement end the game and `print` out the answer.

### TUTOR TIPS

The finished code for all extensions (no bonuses) is right at the end of this booklet.

### ★ Challenge 9.2: Cases and “

What we've written so far will only give the user the answer and quit the game if they input `"give up"` - but what if we want our game to be more robust, and understand that someone typing `"give up"` or `"Give Up"` wants the same result?

You might need to modify your `elif` statement(s), or maybe re-write how you check the user input.

### ★ Challenge 9.3: Even more options!

What if we want the user to be able to input even more options, like 'I QUIT', or 'WHY CANT I GUESS THIS', and have the computer know that this means the person does not want to play any more and to end the game and tell them the answer?

## 10. Extension: List the Info

It's hard to remember everything you have learned so far about the character. Let's store it!

### Task 10.1 List to store the info

At the start of the game create an empty list called `info` to store all of the information we have about the mystery person.

It will look something like this, depending on what questions you've asked and what the answer were:

```
[["eyes", "blue", "no"],  
 ["hair", "brown", "yes"],  
 ["accessory", "hat", "no"],  
 ["name", "Tim", "no"],  
 ["eyes", "brown", "yes"]]
```

### Task 10.2 List to store the info

Every time the computer says 'yes' or 'no' to a guess, we want to store that information!

Create a variable called `info` and store a list of the information you just learned.

#### Hint

The different kinds of options (eyes, hair, accessory and name) will need different parts to be hard coded. Here's what it would look like for eyes if it wasn't correct:

```
info = ["eyes", eye_guess, "no"]
```

### Task 10.3 List to store the info

Each time we get a new bit of data, append it to the `info` list.

#### Hint

This is how we add something to a list using `append`:

```
pets = ['dog', 'cat']  
pets.append('axolotl')
```

### TUTOR TIPS

**You can append a list to a list!**

## Task 10.4 Printing the info

Print the info at the start of every turn.

### TUTOR TIPS

The code should look like this (no bonuses):

```
# <the student's name>
import random
people = [
    ["Aleisha", "brown", "black", "hat"],
    ["Brittany", "blue", "red", "glasses"],
    ["Charlie", "green", "brown", "glasses"],
    ["Dave", "blue", "red", "glasses"],
    ["Eve", "green", "brown", "glasses"],
    ["Frankie", "hazel", "black", "hat"],
    ["George", "brown", "black", "glasses"],
    ["Hannah", "brown", "black", "glasses"],
    ["Isla", "brown", "brown", "none"],
    ["Jackie", "hazel", "blonde", "hat"],
    ["Kevin", "brown", "black", "hat"],
    ["Luka", "blue", "brown", "none"]]

print("Welcome to Guess Who!")
player_name = input("What is your name? ")
print("Let us play, " + name + "!")

# character = ["Annie", "brown", "blue", "glasses"]
character = random.choice(people)
# print(character)
name = character[0]
eye_colour = character[1]
hair_colour = character[2]
accessory = character[3]

counter = 0
known_info = []
while True:
```

```

print("You know:", known_info)
question = int(input("Which question? 0 (eye) 1 (hair) 2 (accessory) 3 (name) 4 (give up)"))
counter = counter + 1

if (question == 0): # or: question == "0", if question contains a string
    guess = input("Guess their eye colour? ")
    info = ["eye", guess]
    if (guess.lower() == eye_colour):
        info.append("yes")
        print("Yes")
    else:
        info.append("no")
        print("No")
    known_info.append(info)

elif (question == 1):
    guess = input("Guess their hair colour? ")
    info = ["hair", guess]
    if (guess.lower() == hair_colour):
        info.append("yes")
        print("Yes")
    else:
        info.append("no")
        print("No")
    known_info.append(info)

elif (question == 2):
    guess = input("Guess their accessory? ")
    info = ["accessory", guess]
    if (guess.lower() == accessory):
        info.append("yes")
        print("Yes")
    else:
        info.append("no")
        print("No")
    known_info.append(info);

```

```
elif (question == 3):  
    info = ""  
    guess = input("Guess who? ")  
    if (guess == name):  
        print("Yes")  
        print("You got it in", counter, "guesses!")  
        break  
    else:  
        print("No")  
        known_info.append("Not", guess)  
elif (question == 4):  
    print("It was", name)  
    break
```