

**Group Speaker: Mateen Lachir, Emmanuel Akpalu, Romeo Alvarenga**  
**Speakers Documentation PDF**

**1. An explanation of the purpose of each file in your repository**

- Movie\_trivia\_game.py contains our code/program, including all our methods, functions, classes, objects, etc.
- Question\_code\_for\_project.py contains two dictionaries that are imported to our movie\_trivia\_game.py file. These two dictionaries consist of movie questions and movie answers.

**2. Clear instructions on how to run your program from the command line**

- In order to run our program, all you have to do is type python3 or python (windows) along with the file name, movie\_trivia\_game.py. In doing so, the game will begin and the user will be prompted to enter their names and choose a difficulty level.

Ex: python3 Movie\_Trivia\_Game.py

**3. Clear instructions on how to use your program and/or interpret the output of the program, as applicable**

- Follow each prompt given, such as player 1's name, player 2's name, and level of difficulty. Each player will then be called and prompted to answer a given movie question. Once answered, our program will verify if the answer is correct or incorrect and display that to the player. After five rounds for each player, a score will be given showing which player got a higher score. Players will then be asked if they would like to play again.

**4. Attribution: in order to evaluate whether each member has made a substantial, original contribution to the project, please provide a table like this:**

Method/function	Primary author	Techniques demonstrated
play	Mateen Lachir	F strings
get_unasked_questions	Mateen Lachir	List comprehensions
__add__, __sub__, __and__, __or__	Romeo Alvarenga	Magic methods
__and__, __or__	Romeo Alvarenga	Set operations on sets or frozensets
tie_breaker	Emmanuel Akpalu	Conditional expressions
check_for_tie	Emmanuel Akpalu	Optional arguments