

```
1  #random door game
2  #picks a random door 1-3
3  #user plays guessing game and gets points
4  #if they pick ghost door they get a boo and are given their score
5
6  #2 decimal points
7  HIGHSCORE = 0
8  GAME = True
9  import random
10 for x in range(3):
11     DOOR = random.randint(1,3)
12
13 print('Pick a door by typing 1,2 3')
14
15 while True:
16     while GAME:
17         for x in range(3):
18             DOOR = random.randint(1,3)
19             USERINPUT = int(input('Enter here:'))
20             if(DOOR == USERINPUT):
21                 print('BOOOOOOOOOOOOOOOOOO')
22                 print('Game Over')
23                 GAME = False
24             elif(DOOR != USERINPUT):
25                 print('Nothing appears to have been behind this door...')
26                 print('Pick a door by typing 1,2 3')
27                 HIGHSCORE = HIGHSCORE + 1
28
29 AGAIN = str(input('Type quit to end the game or press anything to play again!'))
30 if AGAIN == 'quit' or AGAIN == 'Quit':
31     break
32 else:
33     GAME = True
34
35
36
37
38
39 print('You scored', HIGHSCORE)
```