**Game : Message Locker**

1. One member creates the project
2. Do the product planning

* Plan game, rules,

1. Flowchart
2. Pseudo-code and repartition

* Definition of names of variables/lists/dicts

1. Coding
2. Presentation (with slides)

* Protocol function [1 person]
* Just in english
* Limit special characters
* How the program works
* Encryption: [1 person]
* Create a dict\_encrypt 🡺 [character, encrypted\_character]
  + Challenge on deciding if we use more than 1 encryption key, and if so, the implications on the rest of the code
* def encryption\_process

[1 person]

* msg = Input()
* Encryption process : iterate through each letter of the message (check if need to convert to a list first) + return value from encryption\_dict by maching its key
* Output1 : a string or list (if list, need to convert to string)d
* Display encrypted message
* Export txt file
* Name of the string variable encrypted\_msg

[1 person]

* Input : username + password
* Google Get.pass function
* Store username + password in a dictionary dict[key,value] 🡺 userdetails[username, password]

dict\_pwd

* def decryption\_process

[1 person]

* Input1 : incripted text encr\_txt=(input)
* Input 2 : username + password username, password (2 different values)
* Match username + password in dict\_pwd:
* do you want to try again
* if not, end

[1 person]

* Decryption process
* Output : decrypted message (we do not store it)
* Goodbye message : thank you for using blablabla