***Horse Betting Game – Python:***

**This folder consists of:**

* Program’s .py file
* Graphics and images used
* Documented report of project

**Instructions:**

In order to execute the program, user has to open the file named ‘horse racing.py’ which leads to python IDE and from there, code can be executed. Once the program runs, interface shows up which tells the user what the game is about and how the user must interact. The user would first be prompted to select a horse out of three options provided i.e., Red, Blue and Black. Then user is prompted to input the betting amount in the range of 500 to 10000. Once both the inputs are validated, main graphical window pops up which shows the jockey arena along with the ‘Play’ button. Once the button is pressed, game starts and horses race against each other. After a random race, winner is announced and the betted amount is either completely lost if your horse loses, or tripled if your selected horse won the race.

**Constraints:**

* Only red, blue or black horse should be selected.
* Betting amount should be in the range of 500-10000.