## Main menu module wohoo a button to play or booo a button to quit (maybe choose a craigslist reigon if im feeling fancy) Round Generator, this will generate items to guess in the round, scraped from craigslist search results scraper module, Text file where scrapes the craigslist the list of search results, to listing urls are create a list of listing saved urls from and saves to a text file round item chooser and scraper module, selects 10 listing urls from the text file, scrapes the provided urls for listing name, price, picture, etc. and assigns them to be objects of a rounddata class, with attributes for listing name, price, picture, etc. they are then placed in a list or tuple

## **Ghetto Guesser**

A game where you are given 5 Craigslist items, and you have to guess their price based on the images and title. The closer you are to the actual price, the more points you earn. (5round 1000 point each for max 5k points?)

Main Game window Tkinter gui where game is played, presents the item title and picture. Has a text box for user to enter a price and guess. the closer the player gets to the price, the more points they get (maybe multiplayer w/ multiple price guess fields? only if i have time)

End Game Screen
present score to player,
maybe make it savable to a
high score file or something
idk, option to quit or play
again. if i have time maybe
funny endings for how
close you got to a perfect
score