

→
represents an
interaction

Import Random
from Names import names
import tkinter (for GUI)

File: Names

list_of_names =
predetermined list of many names of
type string

Class GamePlay

Initialize:
contestants = list
perfectmatches = list
num of perfect matches = 0
week number = 0

+ random_guess_match()
+ truth_booth(pair)

Function Random Contestants

within a for loop:
use random.choice to select 16
random names from Names.py and
append to a list

Return the list

A Closer Look at the GamePlay Class and its Methods

Function: Random Guess
Matchings

- week number += 1
- calls on Random Pairings function to generate random matches
- if statement:
 - comparing newly generated list to perfect matches list
- returns a number of perfect matches
 - if num != 0:
 - call the Truth Booth function

Function: Truth Booth

- Takes input of random pairing of index 0 from random guess matchings function
- if pair in perfect matches list:
 - remove from perfect matches list and from contestants list
 - num of perfect matches += 1
 - prompt user to start a new week & call random guess matchings again
- if not a perfect match:
 - prompt user to start a new week & call random guess matchings
- if num of perfect matches >= 7:
 - game over!

Function Random Pairings
(contestants)

use Random to randomly pair
contestants

Returns a list of lists

ex:
[["Sarah", "John"], ["Joe", "Mary"]]

Function: Remove from Game
(pairing)

iterate through contestants list and
remove at index i

iterate through perfect match list and
remove