My Magic 8 Ball Game

Challenge:

✍ You are going to build and save a Magic 8 Ball Game. You basically ask the magic 8 ball for some advice, shake it and it will give you an answer.

For this game we will need to use Pythons built in Random module. This has a set of functions we can use to generate random numbers. The first thing you need to do is add this code to your program:
Import random

Below is a coding frame for how the program will work:

```
import random

# write your 8 random answers here and assign them to
variables:
1
2
3
4
5
6
7
8

#Display a message to say welcome to the magic 8 Ball

#Get the users question and assign it to a variable

# Display a message saying "shaking"

choice = random.randint (1, 8)

#use if, elif and else to display a given answer depending
on which number has been generated by random.
E.g.
if choice == 1:
        answer = ans1

#print the answer to screen
```

random.randint()

Is a function used to generate a random number. In the brackets you type in the range for the random numbers you want to generate.

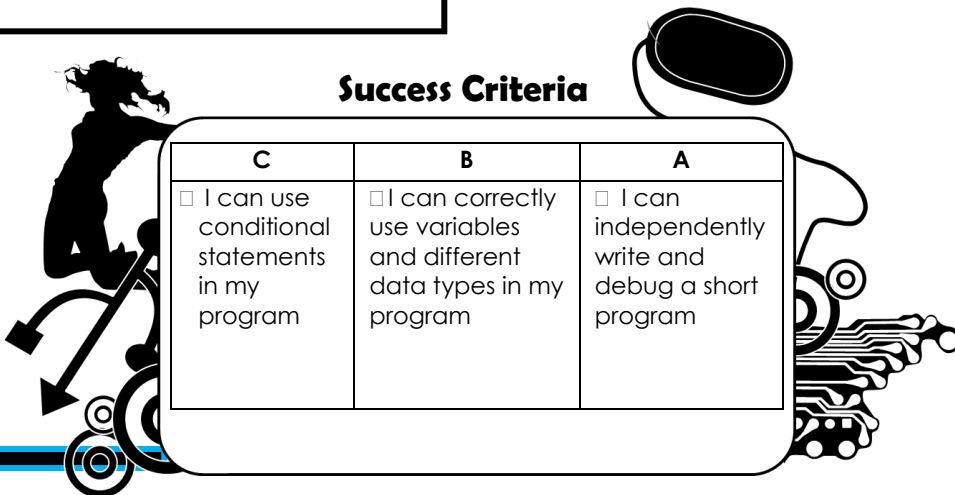random.randint(1, 8) will generate a random number between 1 and 8

The text in black needs to stay

The text in green needs to be replaced with your own code

Now try this:

✍ Add some code so that the program asks says Hi and asks for the users name at the start. It should then store this input and use it to make the program talk specifically to the user.

Success Criteria

C	B	A
☐ I can use conditional statements in my program	☐I can correctly use variables and different data types in my program	☐ I can independently write and debug a short program