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Our final project for CSCI 120 was a number guessing game.

The project is made up of two files: `GuessingGameGUI.py` and `final_project`. `GuessingGameGUI` is the code for the GUI and `final_project` contains the function code for the guessing game.

The core code for the game is very simple. Based on the player's guess the program has multiple if/else statements that will return a string message to say how "hot" or "cold" the player's guess is to the correct answer, this is based on taking the absolute value of the difference between the player's guess and the correct value.

The `GuessingGameGUI` file initiates the widgets needed from tkinter to build input boxes, a t-chart to display the player's guess and the "hot-cold" responses, and starts the game with the "correctValue" to guess.

While there is a message to let the player know that they guessed the correct value, there's no way to restart the game without closing the window/program, and there's not a lot of direction from the GUI so the program may not be intuitive with some players. Likely a "reset" button would be a good addition to the program, and maybe even an animation of confetti to make guessing the right answer more fun and exciting.

Nick Amlee wrote down the foundation for the GUI code and the first half of the main function for the game. Theresa styled the t-chart a little and fixed how the output was coming out in the t-chart, and also wrote the if-else statements in the main function for the game.

References:

1. <https://www.pythontutorial.net/tkinter/>