from tkinter import\*  
from tkinter import messagebox  
from tkinter.ttk import Progressbar  
from pygame import mixer  
import pyttsx3  
  
engine = pyttsx3.init()  
voices = engine.getProperty('voices')  
engine.setProperty('voice',voices[1].id)  
mixer.init()  
  
mixer.music.load('pied piper.mp3')  
mixer.music.play(-1)  
  
score=0  
def update\_score():  
 global score  
 score+=1  
def select(event):  
 callButton.place\_forget()  
 progressbarA.place\_forget()  
 progressbarB.place\_forget()  
 progressbarC.place\_forget()  
 progressbarD.place\_forget()  
  
 progressbarLabelA.place\_forget()  
 progressbarLabelB.place\_forget()  
 progressbarLabelC.place\_forget()  
 progressbarLabelD.place\_forget()  
  
  
 b=event.widget  
 value=b['text']  
  
 for i in range(15):  
 if value==correct\_answers[i]:  
 if value==correct\_answers[14]:  
 def close():  
 root2.destroy()  
 root.destroy()  
 try:  
 with open("scores.txt", "a") as file:  
 file.write(f"Score: {score}\n")  
 except Exception as error:  
 messagebox.showerror("Error",f"An error occurred while saving the score: {str(error)}")  
  
 def playagain():  
 lifeline50Button.config(state=NORMAL, image=image50)  
 audiencePoleButton.config(state=NORMAL, image=audiencePole)  
 phoneLifelineButton.config(state=NORMAL, image=phoneImage)  
 root2.destroy()  
 questionArea.delete(1.0, END)  
 questionArea.insert(END, questions[0])  
  
 optionButton1.config(text=first\_option[0])  
 optionButton2.config(text=second\_option[0])  
 optionButton3.config(text=third\_option[0])  
 optionButton4.config(text=fourth\_option[0])  
 amountLabel.config(image=amountimage)  
 try:  
 with open("scores.txt", "a") as file:  
 file.write(f"Score: {score}\n")  
 except Exception as error:  
 messagebox.showerror("Error",f"An error occurred while saving the score: {str(error)}")  
  
  
 mixer.music.stop()  
 mixer.music.load('won.mp3')  
 mixer.music.play()  
  
 root2 = Toplevel()  
 root2.overrideredirect(True)  
 root2.config(bg='black')  
 root2.geometry('1450x850+0+0')  
 root2.title('You Won 0 pounds')  
 imgLabel = Label(root2, image=centerImage, bd=0)  
 imgLabel.pack(pady=100)  
  
 winLabel = Label(root2, text='You Won', font=('arial', 40, 'bold'), bg='black', fg='white')  
 winLabel.pack()  
  
 playagainButton = Button(root2, text='Play Again', font=('arial', 20, 'bold'), bg='black', fg='white',  
 activebackground='black', activeforeground='white', bd=5, cursor='hand2',  
 command=playagain)  
 playagainButton.pack()  
  
 closeButton = Button(root2, text='Close', font=('arial', 20, 'bold'), bg='black', fg='white',  
 activebackground='black', activeforeground='white', bd=5, cursor='hand2',  
 command=close)  
 closeButton.pack()  
  
 root2.mainloop()  
 break  
  
 update\_score()  
 questionArea.delete(1.0,END)  
 questionArea.insert(END,questions[i+1])  
  
 optionButton1.config(text=first\_option[i+1])  
 optionButton2.config(text=second\_option[i+1])  
 optionButton3.config(text=third\_option[i+1])  
 optionButton4.config(text=fourth\_option[i+1])  
 amountLabel.config(image=amountimages[i])  
  
  
 if value not in correct\_answers:  
 def close():  
 root1.destroy()  
 root.destroy()  
 try:  
 with open("scores.txt", "a") as file:  
 file.write(f"Score: {score}\n")  
 except Exception as error:  
 messagebox.showerror("Error", f"An error occurred while saving the score: {str(error)}")  
  
 def tryagain():  
 lifeline50Button.config(state=NORMAL,image=image50)  
 audiencePoleButton.config(state=NORMAL, image=audiencePole)  
 phoneLifelineButton.config(state=NORMAL, image=phoneImage)  
 root1.destroy()  
 questionArea.delete(1.0,END)  
 questionArea.insert(END,questions[0])  
  
 optionButton1.config(text=first\_option[0])  
 optionButton2.config(text=second\_option[0])  
 optionButton3.config(text=third\_option[0])  
 optionButton4.config(text=fourth\_option[0])  
 amountLabel.config(image=amountimage)  
 try:  
 with open("scores.txt", "a") as file:  
 file.write(f"Score: {score}\n")  
 except Exception as error:  
 messagebox.showerror("Error", f"An error occurred while saving the score: {str(error)}")  
  
 root1=Toplevel()  
 root1.overrideredirect(True)  
 root1.config(bg='black')  
 root1.geometry('1450x850+0+0')  
 root1.title('You Won 0 pounds')  
 imgLabel=Label(root1,image=centerImage,bd=0)  
 imgLabel.pack(pady=100)  
  
 loseLabel=Label(root1,text='You Lose',font=('arial',40,'bold'),bg='black',fg='white')  
 loseLabel.pack()  
  
 tryagainButton = Button(root1,text='Try Again',font=('arial',20,'bold'),bg='black',fg='white',  
 activebackground='black',activeforeground='white',bd=5,cursor='hand2',  
 command=tryagain)  
 tryagainButton.pack()  
  
 closeButton = Button(root1,text='Close',font=('arial', 20, 'bold'), bg='black', fg='white',  
 activebackground='black', activeforeground='white', bd=5, cursor='hand2',  
 command=close)  
 closeButton.pack()  
  
 root1.mainloop()  
 break  
  
def lifeline50():  
 lifeline50Button.config(image=image50X,state=DISABLED)  
 if questionArea.get(1.0,'end-1c')==questions[0]:  
 optionButton1.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[1]:  
 optionButton1.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[2]:  
 optionButton1.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[3]:  
 optionButton2.config(text='')  
 optionButton3.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[4]:  
 optionButton1.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[5]:  
 optionButton2.config(text='')  
 optionButton3.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[6]:  
 optionButton2.config(text='')  
 optionButton3.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[7]:  
 optionButton1.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[8]:  
 optionButton1.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[9]:  
 optionButton2.config(text='')  
 optionButton3.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[10]:  
 optionButton1.config(text='')  
 optionButton2.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[11]:  
 optionButton1.config(text='')  
 optionButton3.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[12]:  
 optionButton3.config(text='')  
 optionButton4.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[13]:  
 optionButton1.config(text='')  
 optionButton2.config(text='')  
  
 if questionArea.get(1.0,'end-1c')==questions[14]:  
 optionButton2.config(text='')  
 optionButton3.config(text='')  
  
  
def audiencePoleLifeline():  
 audiencePoleButton.config(image=audiencePoleX,state=DISABLED)  
 progressbarA.place(x=580,y=190)  
 progressbarB.place(x=620, y=190)  
 progressbarC.place(x=660, y=190)  
 progressbarD.place(x=700, y=190)  
  
 progressbarLabelA.place(x=580,y=320)  
 progressbarLabelB.place(x=620, y=320)  
 progressbarLabelC.place(x=660, y=320)  
 progressbarLabelD.place(x=700, y=320)  
  
 if questionArea.get(1.0,'end-1c')==questions[0]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=90)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[1]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=90)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[2]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=90)  
 progressbarC.config(value=50)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[3]:  
 progressbarA.config(value=90)  
 progressbarB.config(value=50)  
 progressbarC.config(value=30)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[4]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=90)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[5]:  
 progressbarA.config(value=90)  
 progressbarB.config(value=50)  
 progressbarC.config(value=30)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[6]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=60)  
 progressbarD.config(value=90)  
  
 if questionArea.get(1.0,'end-1c')==questions[7]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=90)  
 progressbarC.config(value=50)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[8]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=90)  
 progressbarC.config(value=50)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[9]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=60)  
 progressbarD.config(value=90)  
  
 if questionArea.get(1.0,'end-1c')==questions[10]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=60)  
 progressbarD.config(value=90)  
  
 if questionArea.get(1.0,'end-1c')==questions[11]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=90)  
 progressbarC.config(value=50)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[12]:  
 progressbarA.config(value=90)  
 progressbarB.config(value=50)  
 progressbarC.config(value=30)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[13]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=90)  
 progressbarD.config(value=60)  
  
 if questionArea.get(1.0,'end-1c')==questions[14]:  
 progressbarA.config(value=30)  
 progressbarB.config(value=50)  
 progressbarC.config(value=60)  
 progressbarD.config(value=90)  
  
  
def phoneLifeline():  
 mixer.music.load('calling.mp3')  
 mixer.music.play()  
 callButton.place(x=70,y=260)  
 phoneLifelineButton.config(image=phoneImageX,state=DISABLED)  
  
def phoneclick():  
 for i in range(15):  
 if questionArea.get(1.0,'end-1c')==questions[i]:  
 engine.say(f'The answer is {correct\_answers[i]}')  
 engine.runAndWait()  
  
correct\_answers=['Mercury','Jasmine','Whale','7','Photosynthesis',  
 '1945','Pacific Ocean','J.K Rowling','Russia',  
 'Magnetic Bond','Skin','Leonardo Vinci','Femur',  
 'Mao zedong','Antarctica']  
  
  
  
questions=['What is the smallest planet in our solar system?',  
 'What is the name of Pakistan National Flower?',  
 'What is the name of world largest animal?',  
 'What is the value of y in the equation 2y+5=19?',  
 'What is the name of the process in which the plants make their own food?',  
 'In what year did World War II ended?',  
 'What is the name of the largest ocean in the world?',  
 'Who wrote the Harry Potter series?',  
 'What is the largest country in the world by area?',  
 'Which of the following is not a type of chemical bond?',  
 'What is the largest organ in the human body?',  
 'Who painted the Mona Lisa?',  
 'What is the strongest bone in the human body?',  
 'Which person made revolution in China?',  
 'Which continent has the highest rate of ozone depletion?']  
  
first\_option=['Mars','Rose','Giraffe','7','Respiration',  
 '1945','Atlantic Ocean','Suzanne Collins',  
 'America','Covalent bond','Kidney','Pablo Picasso',  
 'Femur','Feng Cheng','Europe']  
  
second\_option=['Jupiter','Sunflower','Whale','8','Digestion',  
 '1948','Indian Ocean','J.K Rowling','Russia','Hydrogen bond',  
 'Heart','Leonardo Vinci','Carpel', 'Jun Shi','Africa']  
  
third\_option=['Mercury','Jasmine','Elephant','9','Photosynthesis',  
 '1965','Artic Ocean','Veronica Roth','Australia','Ionic Bond',  
 'Liver','Vincent Van','Tarsals','Mao zedong','South America']  
  
fourth\_option=['Earth','Lily','Shark','10','Fermentation','1940',  
 'Pacific Ocean','Stephenie Meyer','Canada','Magnetic Bond',  
 'Skin','Michael angelo','Backbone','Lin Ming','Antarctica']  
def start\_game():  
 name= name\_entry.get()  
 messagebox.showinfo("Game Start",f"Hello,{name}! Let's start the game")  
 window.destroy()  
 with open("scores.txt","w") as file:  
 file.write(f"Player Name: {name}\n")  
  
window= Tk()  
window.title("Cash Your Luck")  
window.geometry("1450x850+0+0")  
window.config(bg="black")  
centerImage=PhotoImage(file='cashyourluck1.png')  
imgLabel=Label(window,image=centerImage,bd=0)  
imgLabel.pack(pady=100)  
loseLabel=Label(window,text='Welcome To Cash Your luck',font=('arial',20,'bold'),bg='black',fg='white')  
loseLabel.pack()  
name\_label=Label(window,text="Enter your name",font=('arial',20),bg='black',fg='pink')  
name\_label.pack()  
  
name\_entry=Entry(window)  
name\_entry.pack()  
start\_button=Button(window,text="Start Game",font=('arial',10,'bold'),  
 command=start\_game,padx=20,pady=10,bd=0,bg="purple",fg="white",activebackground='purple',  
 activeforeground='white',cursor='hand2')  
start\_button.pack()  
window.mainloop()  
  
root = Tk()  
root.geometry('1450x850+0+0')  
root.title('Cash Your Luck')  
root.config(bg='black')  
  
leftframe=Frame(root,bg='black',padx=90)  
leftframe.grid(row=0,column=0)  
  
topFrame=Frame(leftframe,bg='black',pady=15)  
topFrame.grid()  
  
centerFrame=Frame(leftframe,bg='black',pady=15)  
centerFrame.grid(row=1,column=0)  
  
bottomFrame=Frame(leftframe)  
bottomFrame.grid(row=2,column=0)  
  
rightframe=Frame(root,pady=25,padx=50,bg='black')  
rightframe.grid(row=0,column=1)  
  
image50=PhotoImage(file='50-50.png')  
image50X=PhotoImage(file='50-50-X.png')  
  
lifeline50Button=Button(topFrame,image=image50,bg='black',bd=0,activebackground='black',width=180,height=80,  
 command=lifeline50)  
lifeline50Button.grid(row=0,column=0)  
  
  
audiencePole=PhotoImage(file='audiencePole.png')  
audiencePoleX=PhotoImage(file='audiencePoleX.png')  
  
audiencePoleButton=Button(topFrame,image=audiencePole,bg='black',bd=0,activebackground='black',width=180,height=80,  
 command=audiencePoleLifeline)  
audiencePoleButton.grid(row=0,column=1)  
  
  
phoneImage=PhotoImage(file='phoneAFriend.png')  
phoneImageX=PhotoImage(file='phoneAFriendX.png')  
  
phoneLifelineButton=Button(topFrame,image=phoneImage,bg='black',bd=0,activebackground='black',width=180,height=80,  
 command=phoneLifeline)  
phoneLifelineButton.grid(row=0,column=2)  
  
  
callimage=PhotoImage(file='phone.png')  
callButton=Button(root,image=callimage,bd=0,bg='black',activebackground='black',cursor='hand2',  
 command=phoneclick)  
  
  
centerImage=PhotoImage(file='cashyourluck1.png')  
logoLabel=Label(centerFrame,image=centerImage,bg='black',width=300,height=200)  
logoLabel.grid(row=0,column=0)  
  
  
amountimage=PhotoImage(file='Picture0.png')  
amountimage1=PhotoImage(file='Picture1.png')  
amountimage2=PhotoImage(file='Picture2.png')  
amountimage3=PhotoImage(file='Picture3.png')  
amountimage4=PhotoImage(file='Picture4.png')  
amountimage5=PhotoImage(file='Picture5.png')  
amountimage6=PhotoImage(file='Picture6.png')  
amountimage7=PhotoImage(file='Picture7.png')  
amountimage8=PhotoImage(file='Picture8.png')  
amountimage9=PhotoImage(file='Picture9.png')  
amountimage10=PhotoImage(file='Picture10.png')  
amountimage11=PhotoImage(file='Picture11.png')  
amountimage12=PhotoImage(file='Picture12.png')  
amountimage13=PhotoImage(file='Picture13.png')  
amountimage14=PhotoImage(file='Picture14.png')  
amountimage15=PhotoImage(file='Picture15.png')  
  
amountimages=[amountimage1,amountimage2,amountimage3,amountimage4,amountimage5,  
 amountimage6,amountimage7,amountimage8,amountimage9,amountimage10,  
 amountimage11,amountimage12,amountimage13,amountimage14,amountimage15]  
  
amountLabel=Label(rightframe,image=amountimage,bg='black',height=700)  
amountLabel.grid(row=0,column=0)  
  
LayoutImage=PhotoImage(file='lay.png')  
  
LayoutLabel=Label(bottomFrame,image=LayoutImage,bg='black')  
LayoutLabel.grid(row=0,column=0)  
  
questionArea=Text(bottomFrame,font=('arial',17,'bold'),width=34,height=2,wrap='word',bg='black',fg='white',bd=0)  
questionArea.place(x=70,y=10)  
  
questionArea.insert(END,questions[0])  
  
labelA=Label(bottomFrame,text='A:',bg='black',fg='white',font=('arial',16,'bold'))  
labelA.place(x=60,y=110)  
  
optionButton1=Button(bottomFrame,text=first\_option[0],font=('arial',15,'bold'),bg='black',fg='white',bd=0,  
 activebackground='black',activeforeground='white',cursor='hand2')  
optionButton1.place(x=100,y=100)  
  
  
labelB=Label(bottomFrame,text='B:',bg='black',fg='white',font=('arial',16,'bold'))  
labelB.place(x=330,y=110)  
  
optionButton2=Button(bottomFrame,text=second\_option[0],font=('arial',15,'bold'),bg='black',fg='white',bd=0,  
 activebackground='black',activeforeground='white',cursor='hand2')  
optionButton2.place(x=370,y=100)  
  
  
labelC=Label(bottomFrame,text='C:',bg='black',fg='white',font=('arial',16,'bold'))  
labelC.place(x=60,y=190)  
  
optionButton3=Button(bottomFrame,text=third\_option[0],font=('arial',15,'bold'),bg='black',fg='white',bd=0,  
 activebackground='black',activeforeground='white',cursor='hand2')  
optionButton3.place(x=100,y=180)  
  
  
labelD=Label(bottomFrame,text='D:',bg='black',fg='white',font=('arial',16,'bold'))  
labelD.place(x=330,y=190)  
  
optionButton4=Button(bottomFrame,text=fourth\_option[0],font=('arial',15,'bold'),bg='black',fg='white',bd=0,  
 activebackground='black',activeforeground='white',cursor='hand2')  
optionButton4.place(x=370,y=180)  
  
progressbarA=Progressbar(root,orient=VERTICAL,length=120)  
progressbarB=Progressbar(root,orient=VERTICAL,length=120)  
progressbarC=Progressbar(root,orient=VERTICAL,length=120)  
progressbarD=Progressbar(root,orient=VERTICAL,length=120)  
  
progressbarLabelA=Label(root,text='A',font=('arial',20,'bold'),bg='black',fg='white')  
progressbarLabelB=Label(root,text='B',font=('arial',20,'bold'),bg='black',fg='white')  
progressbarLabelC=Label(root,text='C',font=('arial',20,'bold'),bg='black',fg='white')  
progressbarLabelD=Label(root,text='D',font=('arial',20,'bold'),bg='black',fg='white')  
  
  
optionButton1.bind('<Button-1>',select)  
optionButton2.bind('<Button-1>',select)  
optionButton3.bind('<Button-1>',select)  
optionButton4.bind('<Button-1>',select)  
  
  
root.mainloop()