Pythonic Report

1. What game have you decided for your portfolio project? If you're having a hard time choosing, choose an open-ended game such as a text adventure/choose-your-own-adventure, or one of the other examples given in Week 1.

A trivia type game revolving around python. I wish i added... "Set a maximum number of total losses before the game automatically quits"

2. Consider the Python data structures you have learned this week, in relation to your project idea. What are some kinds of data in your project, and what would you guess would be the best way to store that data?

I'll utilize variables, int, strings, list, and dicts

1. What are the values you might store in a data structure, versus a primitive such as an Integer or Boolean?

A string... but that would be primitive too i guess. Nothing beside those I guess