COGNIFYZ TECHNOLOGIES

Software Development Intern Tasks List 1

**TASK 1: Develop a basic text-based game.**

**Steps:**

1. Choose a game type (quiz, guessing game).

2. Define the game rules and logic.

3. Use conditional statements to manage game flow.

4. Test and debug the game for correctness.

**STEP 1:** Choose a one Game namely (Guessing Game)

**STEP 2:** Game Rules and Logic

* Game Rules:
* The program will randomly generate a number between 1 and 100.
* The player has 5 attempts to guess the correct number.
* After each guess, the program will provide a hint:
* "Too low!" if the guessed number is less than the secret number.
* "Too high!" if the guessed number is greater than the secret number.
* If the player guesses correctly within the allowed attempts, they win the game.
* If the player uses all attempts without guessing the correct number, they lose, and the correct number is revealed.
* Inputs must be integers between 1 and 100. If an invalid input is entered, the program will prompt the player to enter a valid number.

**STEP 3: Use conditional statements to manage game flow.**

**CODE**

def quiz\_game():

print("Welcome to the Number Quiz!")

print("Rules: Answer 5 questions correctly to win. Each question is based on numbers between 1 and 10.")

# List of quiz questions and answers

quiz = [

{"question": "What is 2 + 2?", "answer": 4},

{"question": "What is 3 \* 3?", "answer": 9},

{"question": "What is 10 - 4?", "answer": 6},

{"question": "What is 5 + 5?", "answer": 10},

{"question": "What is 9 - 7?", "answer": 2},

{"question": "What is 8 / 2?", "answer": 4},

{"question": "What is 7 + 3?", "answer": 10},

{"question": "What is 6 \* 1?", "answer": 6},

{"question": "What is 4 + 4?", "answer": 8},

{"question": "What is 5 - 2?", "answer": 3}

]

# Shuffle questions to randomize the quiz

import random

random.shuffle(quiz)

score = 0 # Track the player's score

# Ask 5 questions

for i in range(5):

question = quiz[i]["question"]

correct\_answer = quiz[i]["answer"]

try:

# Get the player's answer

player\_answer = int(input(f"Question {i+1}: {question} "))

# Check if the answer is correct

if player\_answer == correct\_answer:

print("Correct!")

score += 1

else:

print(f"Wrong! The correct answer was {correct\_answer}."

except ValueError:

print("Invalid input. Please enter a number."

# Display the final score

print(f"\nQuiz Over! Your final score is {score}/5."

# Determine win or loss

if score >= 3:

print("Congratulations! You passed the quiz!")

else:

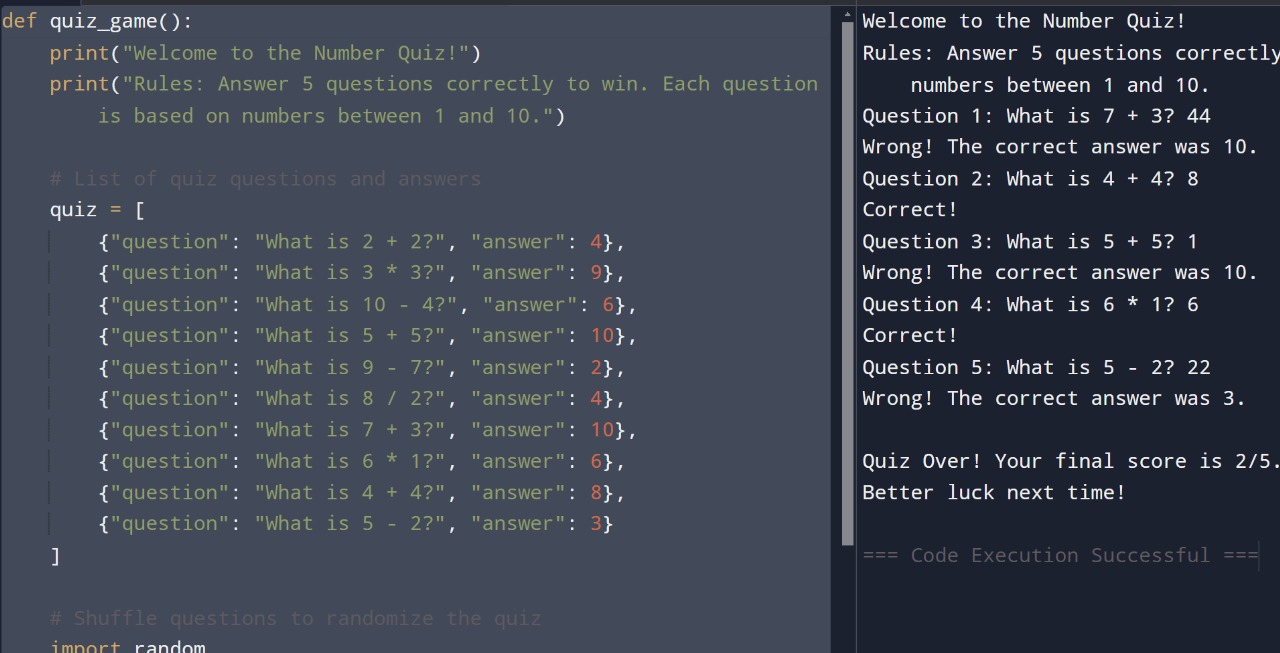
print("Better luck next time!"

# Start the quiz

quiz\_game()

**STEP 4: Test and debug the game for correctness.**

**Testing of code and add image here**

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