My GUI application will be a simple game called “Good Kitty Bad Kitty.” At the click of a button, the user will receive either a “good kitty” or a “bad kitty” at random in the form of an image displayed within the application. It is a simple game that does not require much effort on the part of the user except for the click of a button. The application can be fun to pass some time with and also can be used to demonstrate binary logic. I wanted to create a game that isn’t overly complicated and requires much critical thinking. The game is plain and simple; at the press of a button, you will get a picture of a cat, a “good kitty” or a “bad kitty.” The game is infinitely repeatable and returns random results each time. The target audience would be anyone who wants to play a game that isn’t heavy on content or flashy graphics, particularly children younger than 10 years of age. As mentioned, this game can demonstrate the basics of binary logic: 0 and 1, true or false, and, in this case, “good kitty” and “bad kitty.”

The outline for the Python application is as follows:

1. The user runs the program. The user lands on the main page and is given the option to “receive” a cat or close out of the game. A picture of a cat for visual appeal.
2. When the user clicks the button to get a cat, a pop-up window opens to announce the result (good or bad kitty) The user acknowledges, and the picture of the cat they got gets displayed on the main page.
3. The button to receive a cat and the button to close remain on the main page. The game is infinitely repeatable until the user closes the game.