History Quiz Game

# **Problem Statement**

Sometimes people are unaware of what happened in the past, or don't remember our history and make up random stories that aren’t true, and we want to help others remember remarkable events of the world's history.

# **Project Objectives**

With this fun and simple quiz game engine, we plan on making a nice game that will help others improve their memory about the past, and build goals to change for the better based on what has happened in history.

# Planned Features

There will be many features in our quiz game, but here are some key factors that will build the base for our game.

## **> Score Tracking**

The plan for the score tracking and point system for this game will be a sort of point-racking rank system, with three different topics you can get scores of F, E, D, C, B, A, or S, being ranged from lowest to highest.

At the end, your final score will be the average of all the scores you got in each topic, giving you a rank based on the score you got.

## **> Quiz Topics**

The topics of the quiz will be based mostly off of Philippine history, using key events from different time periods such as the time during the Spanish reign, the time of the American reign, and the time of the Japanese reign.

Each topic will be separated, giving the user a choice to progress, and if at any point they decide to stop and quit the game, their final score will be the average of the scores on the topics they answered.

## **> Randomized Questions**

Based on the era or topic the user is in, they will have to answer 3 of 5 prepared questions, which will be randomly given to the user every time they play the game, adding a bit of randomness and uniqueness, to avoid repetitive gameplay.

## **> Difficulty Selection**

The user will be prompted to choose one of three difficulties: Easy, Moderate, and Hard mode. Higher difficulty modes are noticeably more difficult to answer, however earn you more points, allowing you to reach higher ranks.

The user starts with Easy mode, and if they complete ALL of Easy mode with an average rank of C, they may progress to Moderate. Doing the same with Moderate mode with an average rank of B will unlock Hard mode.

Additionally, if all modes were completed (excluding Easy mode, as the highest rank possible there is A) have a rank of S, unlock an easter egg and badge achievement that crowns the player as a “Professional Historian”.

# Planned Inputs and Outputs

The user will give inputs such as “Yes” or “No” for difficulty or confirmation prompts. At first, the user will pick a choice whether to quit the game, learn about the game rules, or play the quiz game. When playing the game, the user will be given multiple choice questions that they will usually answer with capital letters (e.g. “A”), and depending if they got it right, the game will congratulate them, elaborate on their answer, and move on to the next question. However, if the user got it wrong, the system will subtract a couple of points based on the difficulty, and explain why the user’s answer is incorrect, and elaborate the correct answer before moving on. After every era / topic (or set of 3 questions), the game will total up the user’s points and convert it into a rank (F, E, D, C, B, A, S) based on the total score. If the user completed multiple eras, then their rank will be chosen based on the average of their scores on each topic.

# Logic Plan

PSEUDOCODE

#idk what to call it

import random

#question things

import random

# --- Questions for each topic ---

easy\_spanish\_questions = [

["Who established the first permanent Spanish settlement in Cebu in 1565?",

["A. Ferdinand Magellan", "B. Miguel López de Legazpi", "C. Andres de Urdaneta", "D. Diego Silang"], "B"],

["Which event in 1896 marked the beginning of the Philippine Revolution?",

["A. Cry of Balintawak", "B. Declaration of Independence", "C. Treaty of Tordesillas", "D. Battle of Manila Bay"], "A"],

["Who was executed on December 30, 1896?",

["A. Andres Bonifacio", "B. Emilio Aguinaldo", "C. Jose Rizal", "D. Apolinario Mabini"], "C"],

["What was the system granting Spaniards land and labor from natives called?",

["A. Encomienda", "B. Feudalism", "C. Zemstvo", "D. Padrino system"], "A"],

["Which movement included Rizal and Marcelo H. del Pilar?",

["A. Katipunan", "B. Propaganda Movement", "C. Hukbalahap", "D. Kilusang Bagong Lipunan"], "B"]

]

easy\_american\_questions = [

["Which event ended Spanish rule and gave control to the U.S. in 1898?",

["A. Treaty of Paris", "B. Spanish Civil War", "C. Battle of Waterloo", "D. Boxer Rebellion"], "A"],

["Who was the first President of the Philippine Republic?",

["A. Jose P. Laurel", "B. Emilio Aguinaldo", "C. Manuel Quezon", "D. Sergio Osmeña"], "B"],

["Which education policy did Americans bring?",

["A. Free-market universities", "B. Public schools with English", "C. Expansion of Spanish colleges", "D. Military schools"], "B"],

["What 1935 political milestone created the Commonwealth?",

["A. Jones Act", "B. Tydings–McDuffie Act", "C. 1935 Constitution", "D. Bataan Proclamation"], "C"],

["Which naval battle ended Spanish naval power in the Pacific?",

["A. Midway", "B. Manila Bay", "C. Leyte Gulf", "D. Trafalgar"], "B"]

]

easy\_japanese\_questions = [

["When did Japan occupy Manila in WWII?",

["A. 1942", "B. 1939", "C. 1950", "D. 1914"], "A"],

["What was the forced transfer of Filipino & American soldiers after Bataan?",

["A. Cebu March", "B. Bataan Death March", "C. Leyte Exodus", "D. Davao Walk"], "B"],

["Which operation liberated the Philippines?",

["A. Overlord", "B. Leyte Campaign 1944", "C. Torch", "D. Iwo Jima"], "B"],

["Who led the Japanese-sponsored government?",

["A. Manuel Quezon", "B. Jose P. Laurel", "C. Sergio Osmeña", "D. Corazon Aquino"], "B"],

["Which 1945 battle devastated Manila?",

["A. Battle of Manila", "B. Taal Eruption", "C. Mindoro Invasion", "D. Bataan"], "A"]

]

# --- Functions ---

def ask\_questions(question\_list):

"Asl 3 random questions from the list and return score"

questions = random.sample(question\_list,3)

score = 0

for q in questions:

print("\n"+q[0])

for choice in q[1]:

print(choice)

answer = input("Your answer: ").upper()

if answer == q[2]:

print("Correct!!! YEHEYYY")

score += 1

else:

print("Wrong! The correct answer was",q[2])

return score

def convert\_to\_rank(score):

#convert score (0-3) to a rank

if score == 3:

return "S"

elif score == 2:

return "A"

elif score == 1:

return "C"

else:

return "F"

#skibidi main game loop

def main():

print("Welcome to the Philippine History Quiz game!!!!")

print("Topics:\n, Spanish Era\n2, American Era\n3, Japanese era")

choice = input("Pick a topic (1-3): ")

if choice == 1:

score = ask\_questions(easy\_spanish\_questions)

rank = convert\_to\_rank(score)

print("You got", score, "out of 3, Rank: ", rank)

elif choice == 2:

score = ask\_questions(easy\_american\_questions\_questions)

rank = convert\_to\_rank(score)

print("You got", score, "out of 3, Rank: ", rank)

elif choice == 1:

score = ask\_questions(easy\_japanese\_questions\_questions)

rank = convert\_to\_rank(score)

print("You got", score, "out of 3, Rank: ", rank)

else:

print("Invalid choice.... BOOO")

#RUN GEYMMMMM

main()