**INDEX**

|  |  |  |
| --- | --- | --- |
| Sl. No. | Description | Page No. |
| 1 | Acknowledgement | 1 |
| 2 | Introduction | 2 |
| 3 | Objectives | 2 |
| 4 | Working | 3 |
| 5 | Algorithm   1. Deal or no deal 2. Word Guesser 3. Paddle Pong | 4  5  6 |
| 6 | Source Code | 7 |
| 7 | Output | 20 |
| 8 | Bibliography | 42 |

**ACKNOWLEDGEMENT**

Apart from my effort, the success of my project depends largely on the encouragement and guidelines of many others. I take this opportunity to express my gratitude to the people who have been supportive in the successful completion of this project.

I express a deep sense of gratitude to the almighty God for giving me strength for the successful completion of the project.

I express my heartfelt gratitude to my parent for constant encouragement throughout this project.

I gratefully acknowledge the contribution of the individuals who have contributed in the making of this project.

I express my deep sense of gratitude to the luminary, the Principal, Mrs. Asha Byju, who has been a continuous source of motivation throughout this project.

I a, overwhelmed to express my thanks to the administration officer for providing me an infrastructure and moral support while carrying this project in the school

My sincere thanks to Mrs. Subeena and Mrs. Sobitha, the teachers in-charge ,my guides, my mentors and above all friends, who critically reviewed my project and helped in solving each and every problem, that had occurred during the implementation of the project.

The guidance and support received from all the members who contribute and who are contributing to this project, was vital for the success of the project. I am grateful for their constant support and help.

**INTRODUCTION**

This menu driven program allows users to play commonly played every day games on digital devices, namely, deal or no deal, hangman, story generator game.

**OBJECTIVES**

The objective of this project is to the students apply their knowledge in programming to create the games and expose the students to how gaming software works and how it is programmed.

1. Write programs utilizing modern software tools.
2. Apply object oriented programming principles effectively when developing small to medium sized projects.
3. Write effective procedural code to solve small to medium sized problems.
4. Students will demonstrate breadth of knowledge in computer science, as exemplified in the areas of systems, theory and software development.
5. Students will demonstrate ability to conduct research or applied computer science project, requiring writing and presentation skills which exemplify scholarly style in computer science.

**WORKING**

**Deal or no deal:**

16 cases are displayed, each containing a certain amount of money, ranging from 1-2000. The player may choose a personal case at the beginning, following which an offer is placed depending on the amounts remaining in the cases that are not chosen. With each turn, the player eliminates cases, so that the ones with the greatest amount of money present do not get eliminated and they get the best offer.

**Word Guesser:**

The player is given a 5 letter word to guess. They will get 5 lives to guess the word correctly.

**Paddle Pong:**

It is a two player game where the players must hit a ball by moving their bars. If the ball goes past the bar, the other player scores a point.

**ALGORITHM**

**Deal or no deal**

Step I: Start

Step II: Import random module

Step III: A choice to choose between three games is provided to the user.

Step IV: If the user inputs 1, the deal or no deal function is called.

Step V: The rules are displayed and player can start if they input ‘y’.

Step VI: The cases are displayed.

Step VII: The player is asked to choose a personal case. This personal case is set aside.

Step IX: The player can choose to eliminate a case of their choice. They can choose by inputting the case number.

Step X: They are offered a fairly decent amount based on the money left in the cases that are not chosen.

Step XI: They can either choose to accept by inputting ‘y’ or continue eliminating cases to get the best deal by inputting ‘n’.

Step XII: Steps IX-XI are repeated until deal is accepted or only two cases remain.

Step XIII: If only two cases remain, player can choose to open personal case and win the amount inside it, or open the other one.

Step XIV: Stop

**Word Guesser:**

Step I: Start

Step II: Import random module

Step III: A choice to choose between three games is provided to the user.

Step IV: If the user inputs 2, the word guesser function is called.

Step V: User can guess one letter or the whole word at once. If a letter is guessed and it is present in the word, its position will be shown. If the letter guessed is not there in the word, they lose a life.

Step VI: The game continues until they guess the entire word or lose all their lives.

Step VII: Stop

**Paddle Pong:**

Step I: Start

Step II: Import turtle module

Step III: A choice to choose between three games is provided to the user.

Step IV: If the user inputs 3, the paddle pong function is called.

Step V: Two players can play at once.

Step VI: The score is displayed at the top.

Step VII: Players may play for as long as they please.

**SOURCE CODE**

def wordguesser():

import random

lives = 5

words = ['pizza', 'fairy', 'teeth', 'shirt', 'otter', 'plane']

secret\_word = random.choice(words)

clue = list('?????')

heart\_symbol = u'\u2764'

guessed\_word\_correctly = False

def update\_clue(guessed\_letter, secret\_word, clue):

index = 0

while index < len(secret\_word):

if guessed\_letter == secret\_word[index]:

clue[index] = guessed\_letter

index = index + 1

while lives > 0:

print(clue)

print('Lives left: ' + heart\_symbol \* lives)

guess = input('Guess a letter or the whole word: ')

if guess == secret\_word:

guessed\_word\_correctly = True

break

if guess in secret\_word:

update\_clue(guess, secret\_word, clue)

else:

print('Incorrect. You lose a life')

lives = lives - 1

if guessed\_word\_correctly:

print('You won! The secret word was ' + secret\_word)

else:

print('You lost! The secret word was ' + secret\_word)

def dealornodeal():

import random

values=[1,2,3,5,10,20,30,50,75,100,200,250,500,750,1000,2000]

cases={}

for i in range(16):

val=random.randint(0,len(values)-1)

cases[i+1]=values.pop(val)

cases2=dict(cases)

def offer(L):

r=0

for i in L:

r=r+(L[i]\*\*2)

r=r/len(L)

return(int(r\*\*0.4))

def change(c):

if c//10==0:

value=' [ %s ] '%c

elif c//100==0:

value=' [ %s ] '%c

elif c//1000==0:

value=' [ %s ] '%c

else:

value=' [ %s ] '%c

return value

def display(cas,pc=0):

for f in range(4):

for i in range((4\*f)+1,(4\*f)+5):

if i in cas:

print(' [CASE NO.] ',end='')

elif i==pc:

print(' [ Personal ] ',end='')

else:

g=cases2[i]

print(change(g),end='')

print()

for i in range((4\*f)+1,(4\*f)+5):

if i in cas:

print(change(i),end='')

elif i==pc:

print(' [ case ] ',end='')

else:

print(' [ ] ',end='')

print()

print()

display(cases)

pc=int(input("Choose your personal case:"))

PC={pc:cases.pop(pc)}

print()

for turn in range(15):

if turn!=14:

display(cases,pc)

case=int(input('Choose a case:'))

v=cases.pop(case)

print('You have lost', v)

offr=offer(cases)

print('You have been offered',offr)

deal=input('Do you accept? (y/n):')

if deal=='y':

print('YOU HAVE WON',offr)

print('Personal case',PC[pc])

break

else:

v=cases.pop(case,pc)

print('You have lost', v)

display(cases)

print('You have chosen personal case')

print('YOU HAVE WON',PC[pc])

def paddlepong():

import turtle

def update\_score(l\_score, r\_score, player, score\_board):

if player == 'l':

l\_score += 1

else:

r\_score += 1

score\_board.clear()

score\_board.write('Left Player: {} -- Right Player: {}'.format(

l\_score, r\_score), align='center',

font=('Arial', 24, 'normal'))

return l\_score, r\_score, score\_board

def setup\_game():

screen = turtle.Screen()

screen.title('Pong Arcade Game')

screen.bgcolor('white')

screen.setup(width=1000, height=600)

l\_paddle = turtle.Turtle()

l\_paddle.speed(0)

l\_paddle.shape('square')

l\_paddle.color('red')

l\_paddle.shapesize(stretch\_wid=6, stretch\_len=2)

l\_paddle.penup()

l\_paddle.goto(-400, 0)

r\_paddle = turtle.Turtle()

r\_paddle.speed(0)

r\_paddle.shape('square')

r\_paddle.color('black')

r\_paddle.shapesize(stretch\_wid=6, stretch\_len=2)

r\_paddle.penup()

r\_paddle.goto(400, 0)

ball = turtle.Turtle()

ball.speed(40)

ball.shape('circle')

ball.color('blue')

ball.penup()

ball.goto(0, 0)

ball.dx = 5

ball.dy = -5

score\_board = turtle.Turtle()

score\_board.speed(0)

score\_board.color('blue')

score\_board.penup()

score\_board.hideturtle()

score\_board.goto(0, 260)

score\_board.write('Left Player: 0 -- Right Player: 0',

align='center', font=('Arial', 24, 'normal'))

return screen, ball, l\_paddle, r\_paddle, score\_board

def pong\_game():

game\_components = setup\_game()

screen = game\_components[0]

ball = game\_components[1]

l\_paddle = game\_components[2]

r\_paddle = game\_components[3]

score\_board = game\_components[4]

l\_score = 0

r\_score = 0

def l\_paddle\_up():

l\_paddle.sety(l\_paddle.ycor() + 20)

def l\_paddle\_down():

l\_paddle.sety(l\_paddle.ycor() - 20)

def r\_paddle\_up():

r\_paddle.sety(r\_paddle.ycor() + 20)

def r\_paddle\_down():

r\_paddle.sety(r\_paddle.ycor() - 20)

screen.listen()

screen.onkeypress(l\_paddle\_up, 'w')

screen.onkeypress(l\_paddle\_down, 's')

screen.onkeypress(r\_paddle\_up, 'Up')

screen.onkeypress(r\_paddle\_down, 'Down')

while True:

screen.update()

ball.setx(ball.xcor()+ball.dx)

ball.sety(ball.ycor()+ball.dy)

if ball.ycor() > 280:

ball.sety(280)

ball.dy \*= -1

if ball.ycor() < -280:

ball.sety(-280)

ball.dy \*= -1

if ball.xcor() > 500:

ball.goto(0, 0)

ball.dy \*= -1

l\_score, r\_score, score\_board = update\_score(

l\_score, r\_score, 'l', score\_board)

continue

elif ball.xcor() < -500:

ball.goto(0, 0)

ball.dy \*= -1

l\_score, r\_score, score\_board = update\_score(

l\_score, r\_score, 'r', score\_board)

continue

if ((ball.xcor() > 360) and

(ball.xcor() < 370) and

(ball.ycor() < r\_paddle.ycor()+40) and

(ball.ycor() > r\_paddle.ycor()-40)):

ball.setx(360)

ball.dx \*= -1

if ((ball.xcor() < -360) and

(ball.xcor() > -370) and

(ball.ycor() < l\_paddle.ycor()+40) and

(ball.ycor() > l\_paddle.ycor()-40)):

ball.setx(-360)

ball.dx \*= -1

if \_\_name\_\_ == '\_\_main\_\_':

pong\_game()

choice='y'

while choice=='y':

print('''Games:

1. Deal or no deal

2. Word guesser

3. Paddle pong''')

print()

game=int(input('Which game would you like to play? (1,2,3):'))

if game== 1:

print()

print('''1. There are 16 cases in this game, each containing some money ranging from 1 to 2000.

2. The player will start the game by choosing a personal case for themselves, which will be there till the end of the game.

3. The player starts by eliminating each case out among the remaining 15 cases by selecting the case.

4. Between the eliminating phase, the player will be offered a fairly negotiable amount by the banker, and the player may choose to accept or reject the deal.

5. If the player accepts the deal, they will win the offered amount. Else, they may continue playing until they accept an offer or only two cases remain.''')

start=input('Start? (y/n):')

if start=='y':

print()

dealornodeal()

elif game == 2:

print()

print('''A 5 letter word will be given. The goal is to guess the word correctly.

RULES:

1. You can either guess one letter or the whole word at once. If a letter is guessed and it is present in the word, its position will be shown.

2. You must enter the entire word at once to end the game.

3. You will have 5 lives. With each wrong guess, one life will be taken.''')

start=input('Start? (y/n):')

if start=='y':

print()

wordguesser()

elif game==3:

print()

print('''1. For player 1:-

w key is up control

s key is down control

For player 2:-

Up arrow is up control

Down arrow is down control''')

start=input('Start? (y/n):')

if start=='y':

print()

paddlepong()

choice=input('Play again? (y/n):')

**OUTPUT**

Games:

1. Deal or no deal

2. Word guesser

3. Paddle pong

Which game would you like to play? (1,2,3):1

1. There are 16 cases in this game, each containing some money ranging from 1 to 2000.

2. The player will start the game by choosing a personal case for themselves, which will be there till the end of the game.

3. The player starts by eliminating each case out among the remaining 15 cases by selecting the case.

4. Between the eliminating phase, the player will be offered a fairly negotiable amount by the banker, and the player may choose to accept or reject the deal.

5. If the player accepts the deal, they will win the offered amount. Else, they may continue playing until they accept an offer or only two cases remain.

Start? (y/n):y

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 13 ] [ 14 ] [ 15 ] [ 16 ]

Choose your personal case:1

[ Personal ] [CASE NO.] [CASE NO.] [CASE NO.]

[ case ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 13 ] [ 14 ] [ 15 ] [ 16 ]

Choose a case:2

You have lost 250

You have been offered 3

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 13 ] [ 14 ] [ 15 ] [ 16 ]

Choose a case:14

You have lost 200

You have been offered 6

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[CASE NO.] [ 200 ] [CASE NO.] [CASE NO.]

[ 13 ] [ ] [ 15 ] [ 16 ]

Choose a case:13

You have lost 500

You have been offered 8

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[ 500 ] [ 200 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 15 ] [ 16 ]

Choose a case:10

You have lost 20

You have been offered 9

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [ 20 ] [CASE NO.] [CASE NO.]

[ 9 ] [ ] [ 11 ] [ 12 ]

[ 500 ] [ 200 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 15 ] [ 16 ]

Choose a case:11

You have lost 2000

You have been offered 1

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [ 20 ] [ 2000 ] [CASE NO.]

[ 9 ] [ ] [ ] [ 12 ]

[ 500 ] [ 200 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 15 ] [ 16 ]

Choose a case:15

You have lost 1

You have been offered 3

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [ 20 ] [ 2000 ] [CASE NO.]

[ 9 ] [ ] [ ] [ 12 ]

[ 500 ] [ 200 ] [ 1 ] [CASE NO.]

[ ] [ ] [ ] [ 16 ]

Choose a case:16

You have lost 5

You have been offered 8

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [ 20 ] [ 2000 ] [CASE NO.]

[ 9 ] [ ] [ ] [ 12 ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:12

You have lost 10

You have been offered 21

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [ 20 ] [ 2000 ] [ 10 ]

[ 9 ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:9

You have lost 30

You have been offered 53

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[ 30 ] [ 20 ] [ 2000 ] [ 10 ]

[ ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:6

You have lost 1000

You have been offered 55

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[CASE NO.] [ 1000 ] [CASE NO.] [CASE NO.]

[ 5 ] [ ] [ 7 ] [ 8 ]

[ 30 ] [ 20 ] [ 2000 ] [ 10 ]

[ ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:5

You have lost 100

You have been offered 66

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[ 100 ] [ 1000 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 7 ] [ 8 ]

[ 30 ] [ 20 ] [ 2000 ] [ 10 ]

[ ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:7

You have lost 750

You have been offered 14

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[ 100 ] [ 1000 ] [ 750 ] [CASE NO.]

[ ] [ ] [ ] [ 8 ]

[ 30 ] [ 20 ] [ 2000 ] [ 10 ]

[ ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:8

You have lost 50

You have been offered 1

Do you accept? (y/n):n

[ Personal ] [ 250 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 3 ] [ 4 ]

[ 100 ] [ 1000 ] [ 750 ] [ 50 ]

[ ] [ ] [ ] [ ]

[ 30 ] [ 20 ] [ 2000 ] [ 10 ]

[ ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

Choose a case:4

You have lost 3

You have been offered 1

Do you accept? (y/n):n

You have lost 1

[ 75 ] [ 250 ] [CASE NO.] [ 3 ]

[ ] [ ] [ 3 ] [ ]

[ 100 ] [ 1000 ] [ 750 ] [ 50 ]

[ ] [ ] [ ] [ ]

[ 30 ] [ 20 ] [ 2000 ] [ 10 ]

[ ] [ ] [ ] [ ]

[ 500 ] [ 200 ] [ 1 ] [ 5 ]

[ ] [ ] [ ] [ ]

You have chosen personal case

YOU HAVE WON 75

Play again? (y/n):y

Games:

1. Deal or no deal

2. Word guesser

3. Paddle pong

Which game would you like to play? (1,2,3):1

1. There are 16 cases in this game, each containing some money ranging from 1 to 2000.

2. The player will start the game by choosing a personal case for themselves, which will be there till the end of the game.

3. The player starts by eliminating each case out among the remaining 15 cases by selecting the case.

4. Between the eliminating phase, the player will be offered a fairly negotiable amount by the banker, and the player may choose to accept or reject the deal.

5. If the player accepts the deal, they will win the offered amount. Else, they may continue playing until they accept an offer or only two cases remain.

Start? (y/n):y

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 13 ] [ 14 ] [ 15 ] [ 16 ]

Choose your personal case:13

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[ Personal ] [CASE NO.] [CASE NO.] [CASE NO.]

[ case ] [ 14 ] [ 15 ] [ 16 ]

Choose a case:14

You have lost 50

You have been offered 11

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[ Personal ] [ 50 ] [CASE NO.] [CASE NO.]

[ case ] [ ] [ 15 ] [ 16 ]

Choose a case:15

You have lost 5

You have been offered 11

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 9 ] [ 10 ] [ 11 ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [CASE NO.]

[ case ] [ ] [ ] [ 16 ]

Choose a case:10

You have lost 500

You have been offered 11

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[CASE NO.] [ 500 ] [CASE NO.] [CASE NO.]

[ 9 ] [ ] [ 11 ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [CASE NO.]

[ case ] [ ] [ ] [ 16 ]

Choose a case:9

You have lost 10

You have been offered 12

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[ 10 ] [ 500 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 11 ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [CASE NO.]

[ case ] [ ] [ ] [ 16 ]

Choose a case:16

You have lost 75

You have been offered 11

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 5 ] [ 6 ] [ 7 ] [ 8 ]

[ 10 ] [ 500 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 11 ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [ 75 ]

[ case ] [ ] [ ] [ ]

Choose a case:5

You have lost 100

You have been offered 12

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[ 100 ] [CASE NO.] [CASE NO.] [CASE NO.]

[ ] [ 6 ] [ 7 ] [ 8 ]

[ 10 ] [ 500 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 11 ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [ 75 ]

[ case ] [ ] [ ] [ ]

Choose a case:11

You have lost 200

You have been offered 7

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[ 100 ] [CASE NO.] [CASE NO.] [CASE NO.]

[ ] [ 6 ] [ 7 ] [ 8 ]

[ 10 ] [ 500 ] [ 200 ] [CASE NO.]

[ ] [ ] [ ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [ 75 ]

[ case ] [ ] [ ] [ ]

Choose a case:6

You have lost 20

You have been offered 12

Do you accept? (y/n):n

[CASE NO.] [CASE NO.] [CASE NO.] [CASE NO.]

[ 1 ] [ 2 ] [ 3 ] [ 4 ]

[ 100 ] [ 20 ] [CASE NO.] [CASE NO.]

[ ] [ ] [ 7 ] [ 8 ]

[ 10 ] [ 500 ] [ 200 ] [CASE NO.]

[ ] [ ] [ ] [ 12 ]

[ Personal ] [ 50 ] [ 5 ] [ 75 ]

[ case ] [ ] [ ] [ ]

Choose a case:7

You have lost 250

You have been offered 29

Do you accept? (y/n):y

YOU HAVE WON 29

Personal case 750

Play again? (y/n):y

Games:

1. Deal or no deal

2. Word guesser

3. Paddle pong

Which game would you like to play? (1,2,3):2

A 5 letter word will be given. The goal is to guess the word correctly.

RULES:

1. You can either guess one letter or the whole word at once. If a letter is guessed and it is present in the word, its position will be shown.

2. You must enter the entire word at once to end the game.

3. You will have 5 lives. With each wrong guess, one life will be taken.

Start? (y/n):y

['?', '?', '?', '?', '?']

Lives left: ❤❤❤❤❤

Guess a letter or the whole word: p

['p', '?', '?', '?', '?']

Lives left: ❤❤❤❤❤

Guess a letter or the whole word: i

Incorrect. You lose a life

['p', '?', '?', '?', '?']

Lives left: ❤❤❤❤

Guess a letter or the whole word: l

['p', 'l', '?', '?', '?']

Lives left: ❤❤❤❤

Guess a letter or the whole word: n

['p', 'l', '?', 'n', '?']

Lives left: ❤❤❤❤

Guess a letter or the whole word: r

Incorrect. You lose a life

['p', 'l', '?', 'n', '?']

Lives left: ❤❤❤

Guess a letter or the whole word: e

['p', 'l', '?', 'n', 'e']

Lives left: ❤❤❤

Guess a letter or the whole word: a

['p', 'l', 'a', 'n', 'e']

Lives left: ❤❤❤

Guess a letter or the whole word: plane

You won! The secret word was plane

Play again? (y/n):y

Games:

1. Deal or no deal

2. Word guesser

3. Paddle pong

Which game would you like to play? (1,2,3):3

1. For player 1:-

w key is up control

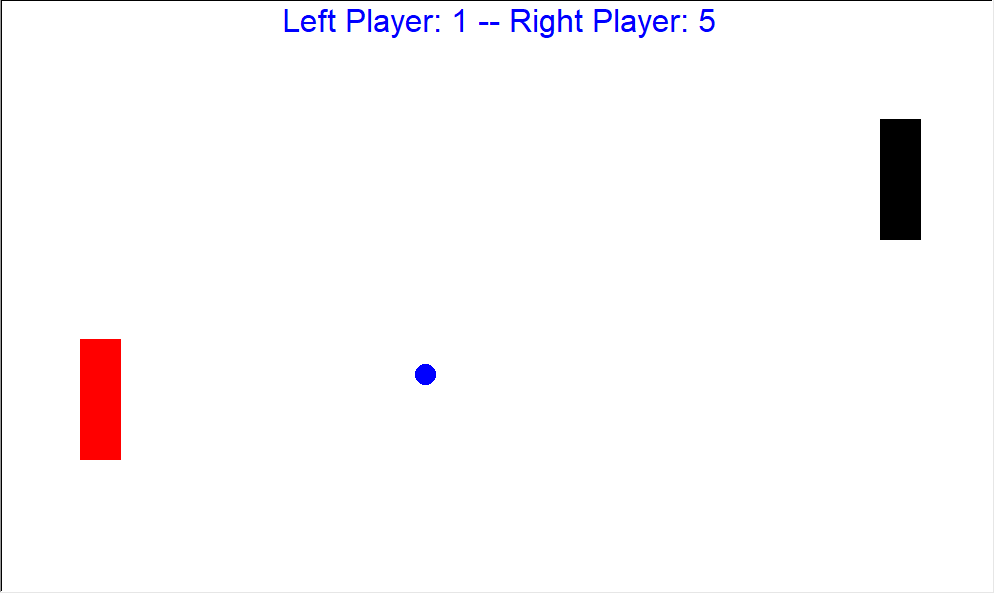
s key is down control

For player 2:-

Up arrow is up control

Down arrow is down control

Start? (y/n):y



**BIBLIOGRAPHY**

* Computer Science With Python CBSE Class 12 By Preeti Arora
* <https://github.com/Python-World/python-mini-projects>
* <https://hackr.io/blog/python-projects>