I first created a few different functions to try and condense the game. One of these functions was labeled as define greeting(): which was meant to introduce the user to the game as well as the rules. Under the define greeting function the user was told that they would be tested on their knowledge of the black lives matter movement as well as that they wuld be given four choices per answer (A, B, C, or D). This was all told to the user through individual print statements. The second fucntion created was def score Function(score). This function was used to calculate the score after each question. Inside this function the user’s score out of six was given to them through a print statement. Also inside this function was the user’s updated score as a percentage. This was done by multiplying the score by 100(to get a percentage) and dividing it by six(the total number of questions). The third function created was def thankyou(): which just thanked the user for taking the quiz through a print statement. The last function created was def run(): which was the majority of the code. Within def run() the greeting function was called to begin with. Then the first question was given with four answer choices. These answers were given through print statements. Listed below this was the correct answer which was set equal to Q1 Answer. This obviously updated as the answer to question 2 was set to Q2 Answer and so on. After this, the user was asked to input their answer. This was done by setting Q1 response equal to input (“your answer:”). Then an if/ elif conditional statement was created to award the user a point for answering the question correctly and not awarding the user a point if they answered the question incorrectly. This was done by writing if Q1 Response is equal to an uppercase B or a lowercase b then it would be printed that the user got the problem correct. On top of this, the user’s score would be updated and they would be awarded a point. This would be done by setting the score variable equal to score + 1. However if the user answered anything else a statement would be printed saying that their answer was incorrect. The score function was then called and the user was told their score out of six as well as their score as a percentage. The same exact process was used for questions 2, 3, 4, 5, and 6. Obviously the questions varied, but the answer was listed everytime and the user was asked to enter in an answer. The user’s score was obviously updated after every question and the user was rewarded a point for every correct answer they had. After the completion of question 6, the user thank you function was called in order to thank the user for completing the quiz. Finally, the user was asked if they wanted to retake the quiz (regardless of what their score was). This was done by asking the user to input if they wanted to retake the quiz by setting user equal to input(“do you want to retake the quiz? y/n?” Following this, there was an if/ else conditional statement that said if the user says “y” then it would be printed to retake the quiz. Then the run function would be called so the quiz would run again. If the user answered “n” to retaking the quiz then a statement would be printed saying the quiz is over. Finally, the run function was called outside of this if/ else statement to run the quiz.