

Project 6: Guess Who

In Guess Who, you'll be building a text version of the classic board game. Dictionaries will be the key to this project. [Play a Sample Game.](#)

Overview

1. The game should store information on at least 5 different characters.
2. Each character should have a name, gender, age, height, and hair color.
3. When the game begins, a character should be randomly selected by the computer.
4. The player can ask for 2 pieces of information about the random character, and then has to make a guess as to who was picked.

Behavior/Commands

- list: list out all the character's names
- gender/age/height/hair: asks for a piece of information
- guess name: guess a character
- help: displays all commands
- quit: exits the game

Implementation Details

To store and access the information you'll need to use dictionaries, which will allow for quick and direct access.

Example Output

```
What would you like to do? list
mike:
['Male', '15', "6'1", 'Blonde']
liv:
['Female', '25', "5'11", 'Blonde']
lisa:
['Female', '15', "5'10", 'Red']
linda:
['Female', '25', "5'7", 'Brown']
bill:
['Male', '20', "5'5", 'Brown']
What would you like to do? age
20
What would you like to do? hair
Brown
What would you like to do? guess liv
You lost...
```

What would you like to do? gender

Female

What would you like to do? height

5'7

What would you like to do? guess linda