

Why we chose this game:

We chose to code pig because it seemed like the most simple yet fun to code out of all the options. The game is easy to understand yet has a few layers to it. Some being gambling and chance, while others being strictly python based aspects like making sure people don't skip each other's turn.

(display) Rules of the Game + how to use program

Each turn, a player repeatedly rolls a [die](#) until either a 1 is rolled or the player decides to "hold":

- If the player rolls a 1, they score nothing and it becomes the next player's turn.
- If the player rolls any other number, it is added to their turn total and the player's turn continues.
- If a player chooses to "hold", their turn total is added to their score, and it becomes the next player's turn.

The first player to score 100 or more points wins.

(display) menu options

2 Player either roll or hold

•Use at least one if-elif-else statement

If number == 1:

•Use at least one loop

While player doesn't roll a one

•Write at least three functions with docstrings

Function 1 : game

Function 2: roll

Function 3: hold

Function 4 : turtle

•Use at least one try-except block for something

If the same player goes twice ask them to not

•Use file input/output for something

Keep track of score

•Use turtle graphics to animate something

Score board and peppa pig

•Incorporate at least one thing beyond what is covered in the lectures (learn something new)

Recursive function example: beyond lecture

```
def count_down(count):  
    if count == 0:  
        print('Go!')  
    else:  
        print(count)  
        count_down(count-1)
```

```
count_down(3)
```

