Guess the object!

This is going to be a two-player game, in which one player is going to think of an object and the other one is going to try to guess the object by asking a specific number of questions.

Before starting the game, both players need to choose between 5 different categories, each of them with a difficulty level, i.e., a different number of possible questions.

The game begins with Player #1, which is going to write in a “secret box” the object which he/she is thinking about. During the game, the word inside the secret box will only be visible to Player #1.

Once the word is set up, Player #2 can start doing the questions, each question must be able to be answered with a simple “yes”, “no” or “sometimes” by Player #1, it is not allowed to give any additional information beyond these three responses, so it is important for Player #2 to ask questions that can be answered with a single word. The number of possible questions Player #2 can make, depends on the chosen category at the beginning of the game.

The game ends when Player #2 guesses the object inside the secret box, or when he/she reaches the maximum number of possible questions.

Player #2 wins if they guess the object correctly within the specified number of questions.

Player #1 wins if player #2 is unable to guess the object.

Players can switch roles after each game if desired

The game logic is going to be developed in Python, using a database that is going to be saving each of the questions and corresponding answers of Player #1 and Player #2, so that they can be retrieved by the client and both players are able to watch them while they are playing and Player #2 can be aware of how many questions left does he/she have.

The connection between both players is going to be made using sockets in Python, so that the interaction between both “clients” can happen in real time, and both are able to see the questions and answers that have been made.