# PROJECT 1 - GAMES IN PYTHON

Implement a mini game in Python using basic data structures

Main Objectives

Build your own game from scratch. Put into practice the basic Python which you've learned this week. Time to see a code gaining life.

Don't forget to create well documented version of your code using the concepts of docstrings we've learned.

| Put code into something more practical | → | Practice Python structures | → | Develop a well documented code |
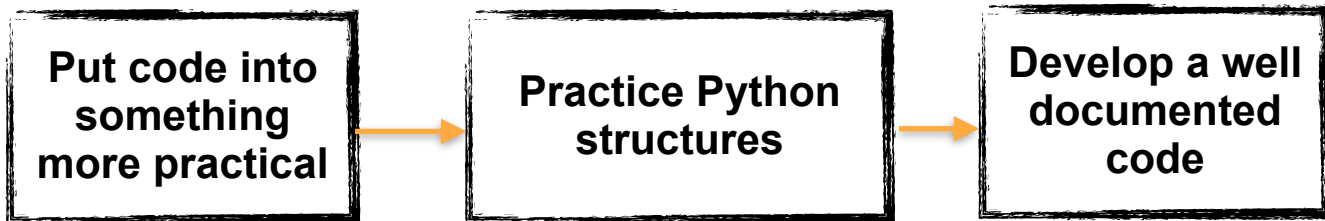
Ideas

- Guessing game
- Hangman
- Tic Tac Toe
- Message Encryption & Decryption
- Simon Says - Genius
- Blackjack
- Truco
- RPG adventure
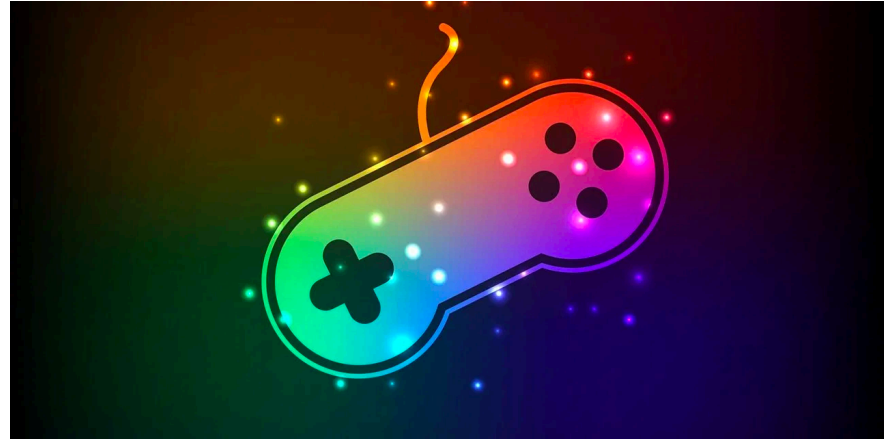
Deliverables

- A clean version of your Jupyter Notebook

- Upload it to your GitHub account

Requirements

- You **have** to use the Python Data Structures we've learned (lists, dicts, …), handle possible errors

- You **have** to use functions to modularize your code

- EXTRA: You **can** use classes to enhance your code if you feel the need

- Do your best

Deadline

- TBD

- You will present results (5 minutes)

  - Challenges, the process, learning, "if I were to start again", improvements, highlights, **demo**

  - Tell us how you feel as compared to the pre-project