Before games we need to understand decision making. Quizzes and menus can help us with this. We need to make a quiz that is at least 10 questions long. And must meet the following **requirements:**

1. Must have a one word response that will accept all upper case or all lowercase of answer
2. Must have a multiple choice question where each wrong answer has a distinct message
3. Must have a question with multiple possible right answers.
4. Must have one true or false question
5. Must have one question that uses a number as the answer
6. Must have one question where the answer is within a range (like 5 to 13, so 9 would be correct)
7. Must count the correct answers to keep score.
8. Must loop back to the beginning of the quiz if the user wants to.

If all requirements are met it’s up to you what you want to do for the remaining questions.

**Watch for:**

1. Do you have redundant code, conditions, or variables?
2. Are you commenting and sectioning your code?
3. Could you reuse code in a function?
4. Are you handling errors?
5. Are you using a naming convention?
6. DESIGN DOCUMENT!

**Challenges:**

Each number and letter are worth one challenge, the letters build off the number they are under.

1. Let each question give a different point value
   1. Calculate an appropriate letter grade (Grant S for 100%)
2. Use a function to output error text in red
   1. Have different error messages
   2. Put the functions in an external python file. (Same folder, just import it into your main code)
3. Time the user to see how long it takes them to complete the quiz.
4. Use randomly generated numbers to make a math question and have it make the right answer with said numbers.
5. Play a sound when the answer if correct
   1. Play a different sound when they get an incorrect answer