**Trivia Game made with Python and Streamlit**

I have deployed this app in a public subdomain url in the Streamlit cloud platform.

Run the trivia game app from the below public url.

**Public url** : triviagame.streamlit.app

Steps for locally installation:

1) Navigate to main folder

2) Create a virtual environment : python3 -m venv <name-of-virtual-environment>

3) Activate the virtual environment : source <name-of-virtual-environment>/bin/activate

4) Install requirements : python3 -m pip install -r requirements.txt

5) Run the app locally : streamlit run main.py

Information about the files:

.streamlit/config.toml → contains some configurations about the app

main.py → contains the main app code

requirements.txt → contains the necessary package

questionsList.csv → contains the available questions

Information about the process:

When you run for the first time the app, it checks if exists the csv file with the list of questions. So displays a message to the user to load the data (the questions) and create the csv file in the background. After that, it displays the list with questions. There is a function to delete the questions and rerun the process.

In this example the script has already runned and created the csv file with the questions.