Work on project. Stage 3/5: Working on the gameplay

Project: Last Pencil (Python)

Working on the gameplay

Hard 🔎 २२ 1811

2 days ago

Description

An interesting idea has come to your mind. Let's change the rules of game. Players take turns taking x pencils until none of them remain.

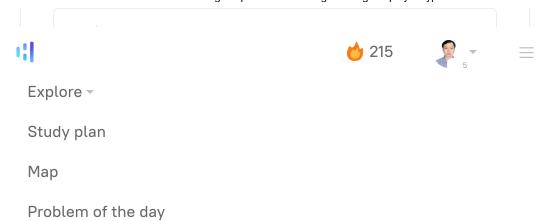
Objectives

Expand your program by creating a loop. Each player takes turns removing pencils until 0 pencils remain on the table. Each iteration prints 2 lines: lines with pencils (vertical bars) and whose turn is now by printing the *NameX*'s turn string. If there are no pencils left after a player's move, the loop breaks and the game ends without any additional output.

Examples

The greater-than symbol followed by a space (>) represents the user input. Note that it's not part of the input.

Example 1:



Repeat what you've learned

Find topic

Example 2:

```
1
    How many pencils would you like to use:
2
    Who will be the first (John, Jack):
3
    > John
4
5
    6
    John's turn:
7
    > 8
8
    9
    Jack's turn:
10
    > 7
```

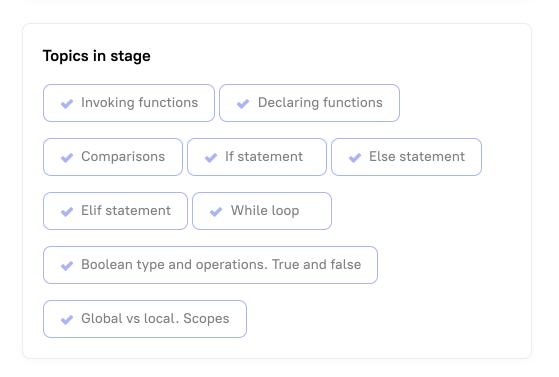


Write a program

Report a typo

Code Editor IDE ♥ +100

```
number = int(input('How many pencils w
     1
          users = ['John', 'Jack']
     2
          user name = input('Who will be the fir
     3
          i = users.index(user_name)
     4
          while(number > 0):
     5
              print('|' * number)
     6
              number -= int(input(f"{users[i]}'s
     7
              i = (i + 1) \% 2
     8
 Continue
               Solve again
 Solutions (291)
  K Correct
  Practice makes perfect. Good for you for not giving up
  easily!
115 learners liked this problem. 15 didn't like it. What about
you?
```







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