

Project Mirari

8 - Adelfa

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Problem statement:

Our group aims to create a platform that assigns a new identity to users based on their category, using a quiz game interface that asks questions about personal traits such as personality, interests, and hobbies. There will be 3 quizzes, including the Mirari Floris. Each quiz will deliver a poetic identity, many of which will entertain the audience.

Project objectives:

- ★ Create an easily-understandable menu interface for beginners
- ★ Create 3 quizzes that will enrich the user's enjoyment
 - Mirari Floris, what type of flower are you?
 - Mirari Ferae, what type of fauna are you?
 - Mirari's Souls, what is your fantasy background?
- ★ Identify multiple "spirit" identities
- ★ Have fun! (☆ ° ★ ☾ ★+ ☆)

Planned Features:

- A menu interface that has a
 - ★ Play Button, and an option to choose which quiz
 - ★ Description Button
 - ★ Exit Button
- Demonstrates our skills in Python coding.
- Cute, aesthetically pleasing interface
- Has an interface for customizable settings.
- Once in the quiz, answer casual questions, each answer with a numerical value That will be tallied up at the end of the quiz.
- Assigns a poetic identity based on the points tallied up

Planned Inputs and Outputs:

- For inputs, the user will be given questions such as: "Which color is your favorite out of these 4?"
 - "A. Red"
 - "B. Blue"
 - "C. Purple"
 - "D. Other."

Then the user would be expected to answer A, B, C, or D. And if there is a wrong input the user will be asked to input the right input.

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- For outputs, after the quiz is completed, the points will be totaled, and based on that, your spirit flora, fauna, or fantasy background will be shown in a poetic description, along with an image. Ex:

Spirit Animal:

“You resemble the Tiger, vigilant and strong. You observe things with a courageous heart of stone that can barely be moved, even amongst facing life.”

Spirit Flora:

“You resemble the spirit of the Foxglove, beautiful yet bitter. Your mischievous behavior brightens up the whole mood, Yet people only see your poison, and only it.”

Fantasy Background:

“You resemble the performer with a cracked smile. You hoard every piece of love and joy bestowed upon you, Because you have none left for you to spare.”

Logic Plan:

- Pseudocode

START

“Welcome to Project Mirari!”

Display ASCII art

Display the Main Menu with the Options of playing,

1. *Mirari Floris*
2. *Mirari Ferae*
3. *Mirari's Souls*
4. *Description*
5. *Settings*
6. *Exit*

DISPLAY “Enter your selected option (1 - 6):”

INPUT selectedQuiz

IF the player selects “6”

DISPLAY “Thank you for playing!”

END PROGRAM

ELIF the player selects “5”

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DISPLAY Customizable Settings such as {Decided in the Future}

ELIF the player selects "4"

DISPLAY Gameplay Mechanics

DISPLAY Quiz Descriptions

ELIF

The player selects "1" THEN

The program will start with Quiz Mirari Floris and display questions one at a time to determine "Your Spirit Floral."

The program will total the player's points as they answer each question.

ELIF the player selects "2" THEN

The program will start with Quiz Mirari Ferae and display questions one at a time to determine "Your Spirit Flora.

Quiz".

The program will total the player's points as they answer each question.

ELIF the player selects "3"

THEN The program will start with Quiz Mirari's Souls and will display questions one at a time to determine "Your Fantasy.

Background".

The program will total the player's points as they answer each question.

ELIF the player selects "4" THEN

The program will display the quizzes' essence and what they mean.

RETURN to main menu

END IF

DISPLAY "The mirror embodies you as {identity},

DISPLAY "WOW! Isn't it amazing discovering who you really are?"

DISPLAY "Anyways, thank you so much for playing!"

DISPLAY "Would you like to take another quiz? (Yes/No)"

IF player "Yes."

RETURN to main menu

ELSE

DISPLAY "Thank you so much for playing!"

DISPLAY "See you again next time!"

END PROGRAM