Chapter 4: Paul the Pirate and His Guessing Game

Time required: 90 minutes

- Comment each line of code as shown in the tutorials and other code examples.

- Follow all directions carefully and accurately.

- Think of the directions as minimum requirements.

Pseudocode

1. Write pseudocode or TODO for the exercise

2. Submit with the assignment

Objective

Use **if**, **elif**, **else** and a **while loop** to create a number guessing game in Python.

Backstory

Paul the Pirate was a famous pirate who lived in Nebraska. He like to play games before he makes people walk the plank.

He wants you to walk the plank. If you can finish this assignment and create a game that Paul likes, you won't have to walk the plank!

Requirements

Time to level up our first video game!

Open your previous Python program: **guessing_game.py**

- The computer picks a random number between 1 and 10

- Ask the user to guess the numbers.

- Use **if**, **elif**, and **else** to check the guess:

  - Too low?

  - Too high?

  - Just right?

- If the guess is wrong, ask the user to try again.

  - Use a **while** loop to keep asking until the correct answer is guessed.

  - Give hints (like "way too low").

- End the game when the user guesses correctly.

Challenge

  - Show the number of guesses it took.

  - Add some pirate talk, ye landlubber!

  - If the user can't win in 4 guesses, they walk the plank.

Example program run:

```
I'm thinking of a number between 1 and 10.
Take a guess: 5
Too low. Try again.
Take a guess: 7
Too high. Try again.
Take a guess: 6
Correct! You guessed it in 3 tries.
```

Paul the Pirate's Game run:

```
🏴Ahoy there, matey! Welcome to Paul the Pirate's treasure hunt!
Ye need to guess me secret number between 1 and 10, or ye'll be walkin' the plank!
Ye have 4 tries to save yerself, so choose wisely, ye scurvy dog! ⚔️

🗡️ What be yer guess, ye landlubber?  5
🎉 Shiver me timbers! Ye got it right, ye clever sea dog!
Ye found me treasure and saved yerself from the plank! Welcome aboard me crew! ⚓

🏴Want to try again and avoid Davy Jones' locker? 0 (Aye, let's sail again!) 1 (Nay, I'm done): 0

================================================================
🏴Another round it is! Prepare for battle, ye brave soul!
Guess me new secret number, or face the plank again! ⚔️

🗡️ What be yer guess, ye landlubber? 5
⬆️ HIGHER, ye scallywag! Ye have 3 tries left before ye walk the plank! 🏴

🗡️ What be yer guess, ye landlubber? 7
🎉 Shiver me timbers! Ye got it right, ye clever sea dog!
Ye found me treasure and saved yerself from the plank! Welcome aboard me crew! ⚓

🏴Want to try again and avoid Davy Jones' locker? 0 (Aye, let's sail again!) 1 (Nay, I'm done): 0

================================================================
🏴Another round it is! Prepare for battle, ye brave soul!
Guess me new secret number, or face the plank again! ⚔️

🗡️ What be yer guess, ye landlubber? 3
⬇️ LOWER, ye bilge rat! Ye have 3 tries left before ye walk the plank! 🏴

🗡️ What be yer guess, ye landlubber? 5
⬇️ LOWER, ye bilge rat! Ye have 2 tries left before ye walk the plank! 🏴

🗡️ What be yer guess, ye landlubber? 6
⬇️ LOWER, ye bilge rat! Ye have 1 tries left before ye walk the plank! 🏴

🗡️ What be yer guess, ye landlubber? 7
Arrr, that was yer last chance!

💀 Arrr! Ye failed, ye mangy sea dog! The treasure was at number 2!
Now ye must walk the plank! *SPLASH* 🌊 Better luck next time, matey! 👻

🏴Want to try again and avoid Davy Jones' locker? 0 (Aye, let's sail again!) 1 (Nay, I'm done): 
```

Assignment Submission

1. Attach the pseudocode or use TODO.

2. Attach the program files.

3. Attach screenshots showing the successful operation of the program.

4. Submit in Blackboard.