

The goal of this assessment was to come up with a 'wheel of fortune' simulation, done in python. In a nutshell, the simulation allows for 3 players to attempt to guess an obscured word/phrase sourced from an external .csv – there were only 23 entries in this file, consisting of a puzzle/answer, its category and a hint. This was then loaded to my script as a dictionary with the puzzle/answer acting as a 'main key'. Further details are summarized as comments in my code (hopefully it makes sense or is as readable as I think it is). The pictures below are snippets from my notebook, summarizing my pre-planning phase (though the brunt of the work was done in-situ in the script [functions etc. were broken up and tested on an individual basis with simpler structures/criteria before scaling it up to my main script]).

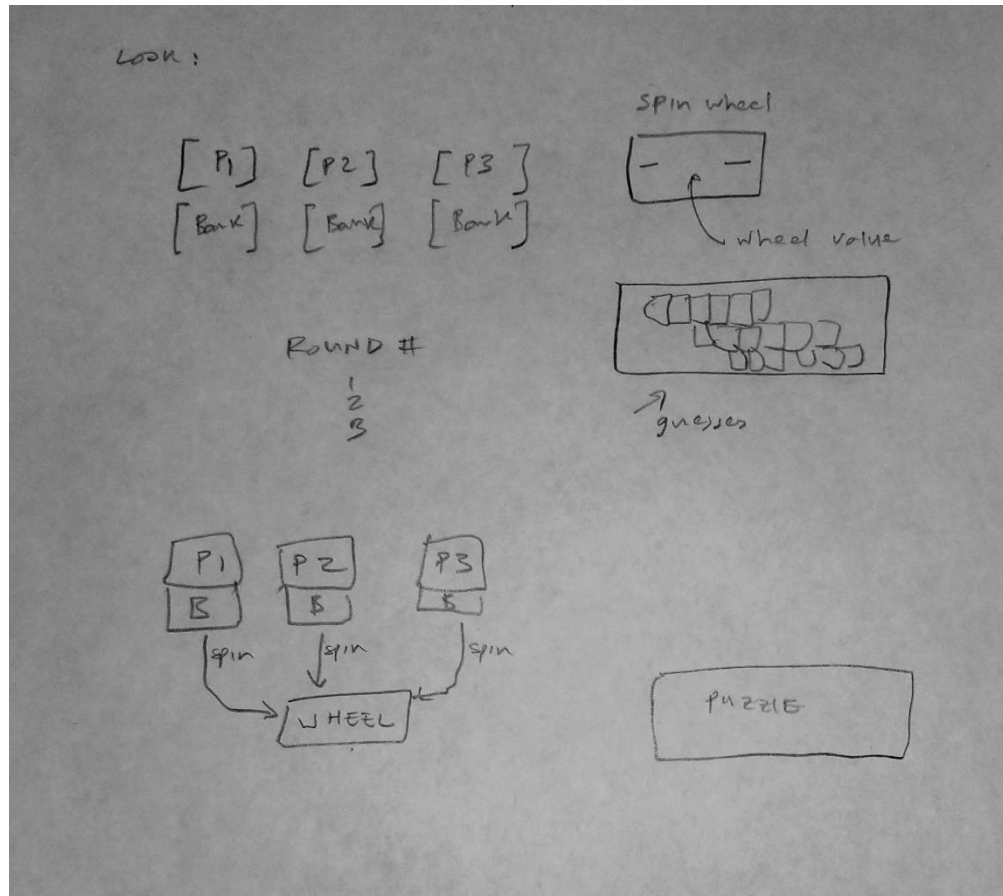


Fig. 1: my initial layout of the user interface (the final version looks nothing like this)

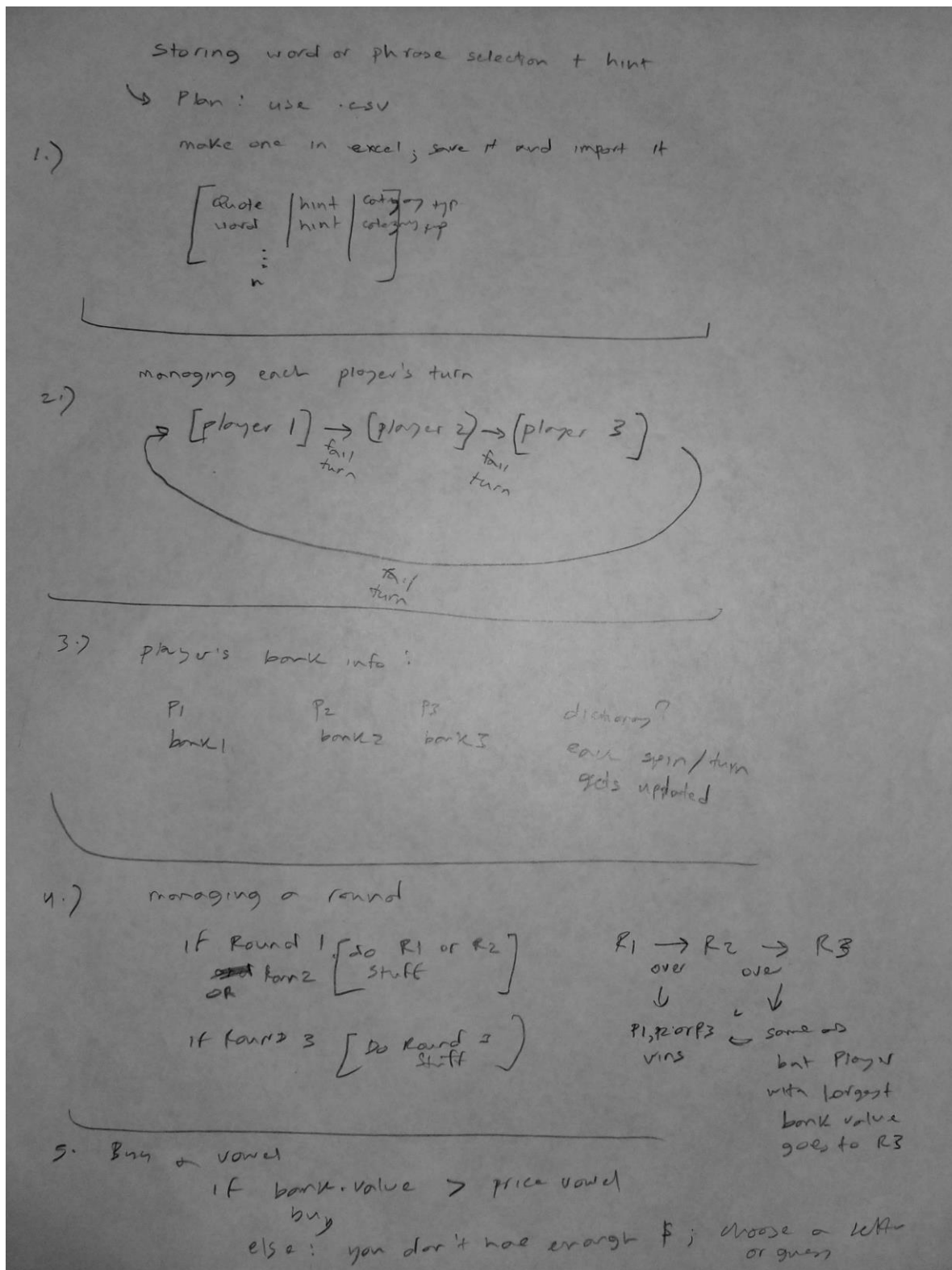


Fig 2: A very vague attempt at trying to figure out the main-blocks before coding (some aspects survived in the final code, but most changed)