

▼ Mystery

Description

The idea is to make a quiz program where you can answer questions. And your task would be to make a puzzle class. This will be a simple object that we will use as one quiz question.

▼ Acceptance criteria:

Essence: Mystery

Attributes:

- question
- answer
- list of wrong choices

Methods:

- Quiz - starts the question and offers choices

Note: if the correct answer is chosen "**quiz**" returns *True*, otherwise *False*.

▼ Call example:

Call:

```
q1 = Mystery(question="Откуда на Беларусь готовилось нападение?",
             answer="там 4 позиции, я карту принёс, сейчас покажу",
             choices=[
                 "Откуда мне знать?",
                 "Со склада грязи.",

                 "С планеты Нибиру.",
                 "С загнивающего запада."
             ])

q1.quiz()
```

Result:

```
Question: Откуда на Беларусь готовилось нападение?
0. С планеты Нибиру.
1. Откуда мне знать?
2. там 4 позиции, я карту принёс, сейчас покажу
3. Со склада грязи.
4. С загнивающего запада.
Select option: 2
True
```

▼ A little complication:

1. The number of choices may not correspond to the number of choices, that is, when you call the same question, you may get different answers.
2. When the same question is called, the order of choices is always random.
3. the main class has a complexity parameter - it doesn't affect anything yet.
4. Each answer has a value from -3 to 3, where 3 is true -3 is wrong, the rest is at your discretion, that is, some options may be partly true, or partly wrong. These values are returned instead of True/False
5. You can skip the question - and then it will return 0.

