



Assignment Cover Letter

(Individual Work)

Student Information:

1.	Surname Muchsin	Given Names Hisyam	Student ID Number 2201797430
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Course Code	: COMP6502	Course Name	: Introduction to Programming
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Class	: L1BC	Name of Lecturer(s)	: 1. Monica Hidayat
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Major	: CS
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Title of Assignment	: Python Quiz Game
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Type of Assignment	: Final Project
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Submission Pattern

Due Date	: 20-11-2018	Submission Date	: 20-11-2018
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The assignment should meet the below requirements.

1. Assignment (hard copy) is required to be submitted on clean paper, and (soft copy) as per lecturer's instructions.
2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.
3. The above information is complete and legible.
4. Compiled pages are firmly stapled.
5. Assignment has been copied (soft copy and hard copy) for each student ahead of the submission.

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Declaration of Originality

By signing this assignment, I understand, accept and consent to BiNus International terms and policy on plagiarism. Herewith I declare that the work contained in this assignment is my own work and has not been submitted for the use of assessment in another course or class, except where this has been notified and accepted in advance.

Signature of Student:

(Name of Student)

1. Muchsin Hisyam

Python Quiz Game

Name : Muchsin Hisyam

ID : 2201797430

Description

Python Quiz Game is a multiple choice quiz game about Python programming language. There are three option about Python programming topics in this game. "Loops" topic, "Array" topics, and "Operators" topic. There are just only five question and up to three option of answers on each topics. So, the player choose the quiz topic based on those three option of topics, and the player can choose another topics when they finished the quiz game of the selected topic. The reason I created this game because I want peoples to learn about Python programming language, and test their knowledge through this quiz game with some fun.

Discussion

- **Implementation**

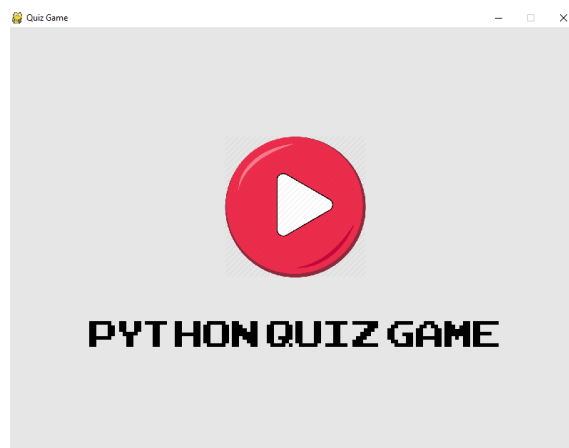
The library that were included as well as implemented or imported to the program include:

- **Pygame**, is the main library that used in this project. So this library used to create game loop which is always drawing image or showing image through keyboard or mouse events.
- **Pygame.Font**, is a sub library that used in this project to make a font in Pygame project.
- **Sys**, is a library that used to close the program.

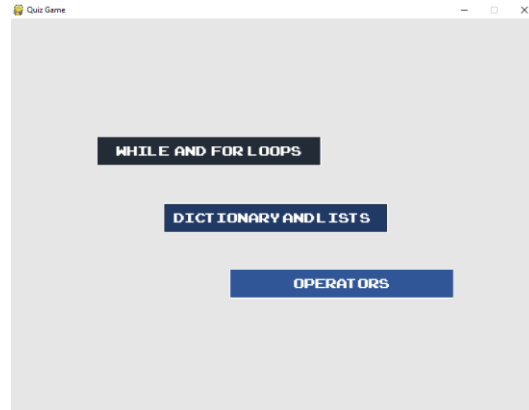
- **Gameplay**

The objective of this quiz game is achieve score as high as possible (max 100). The game give 25 score each for correct answer and 0 score for wrong answer. There is five question and up to three option of answers on each topics. So, the highest score the player can get is 100. When the scoreboard is shown, the player can retry the quiz again through "Play Again?" button. When the button clicked, the game score is reset to 0 again and the game goes back to the topics menu (The player choose the topics again).

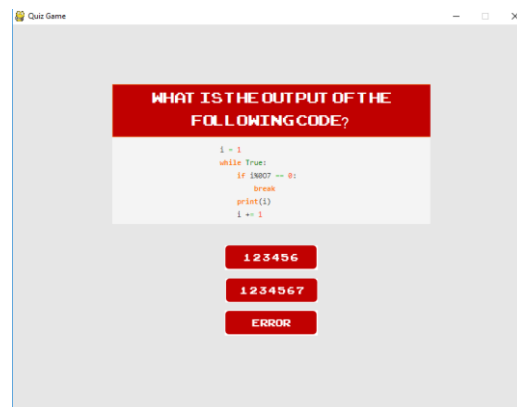
Evidence



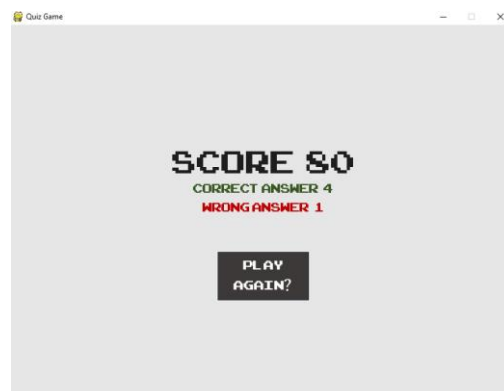
Play Button Image



Topics Image



Question Image



Scoreboard Image

References for Question and Answers : <https://www.sanfoundry.com/1000-python-questions-answers/>