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# hw12update.txt Project Update

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# Date: 4/25/17

# Project Name: Help me choose!

As you may recall, my project was inspired by a group of friends and I not being

able to decide where to go for dinner one night. We had a lot of options but because

we were so hungry, we simply could not choose. What we needed was someone or someTHING

to help us make a decision. And thus, this project was born.

My overall goal is to try to use as much, if not all, of the functions that are offered

by the Random python module to make a library of decision helper functions. The library

would include simple functions such as random.choice to more complex such as random.shuffle

or a variation of coin flips for various choices. I am planning on leveraging some common

decision functions, such as rock, paper, scissors, and pick a number, as well as more complex

ones such as using several layers of rock, paper, scissors, lizard,spock to narrow down answers.

As of right now, I have a couple of the functions for choosing between two answers. I decided

to differentiate between number of choices simply to make the user feel that they can have the

best possibilities for their decision making process based on number of choices as well as to make

each answer more focused. So the user can choose between having 2 choices, 3 choices, or more than

3 choices, in which they will be making a whole new array.

The attached page of screenshots of both the 2choices - Random function and the

2choices - Rock, Paper, Scissors functions. They're currently handled in the terminal for ease of

use, though I did try to make them more readable/user friendly.



