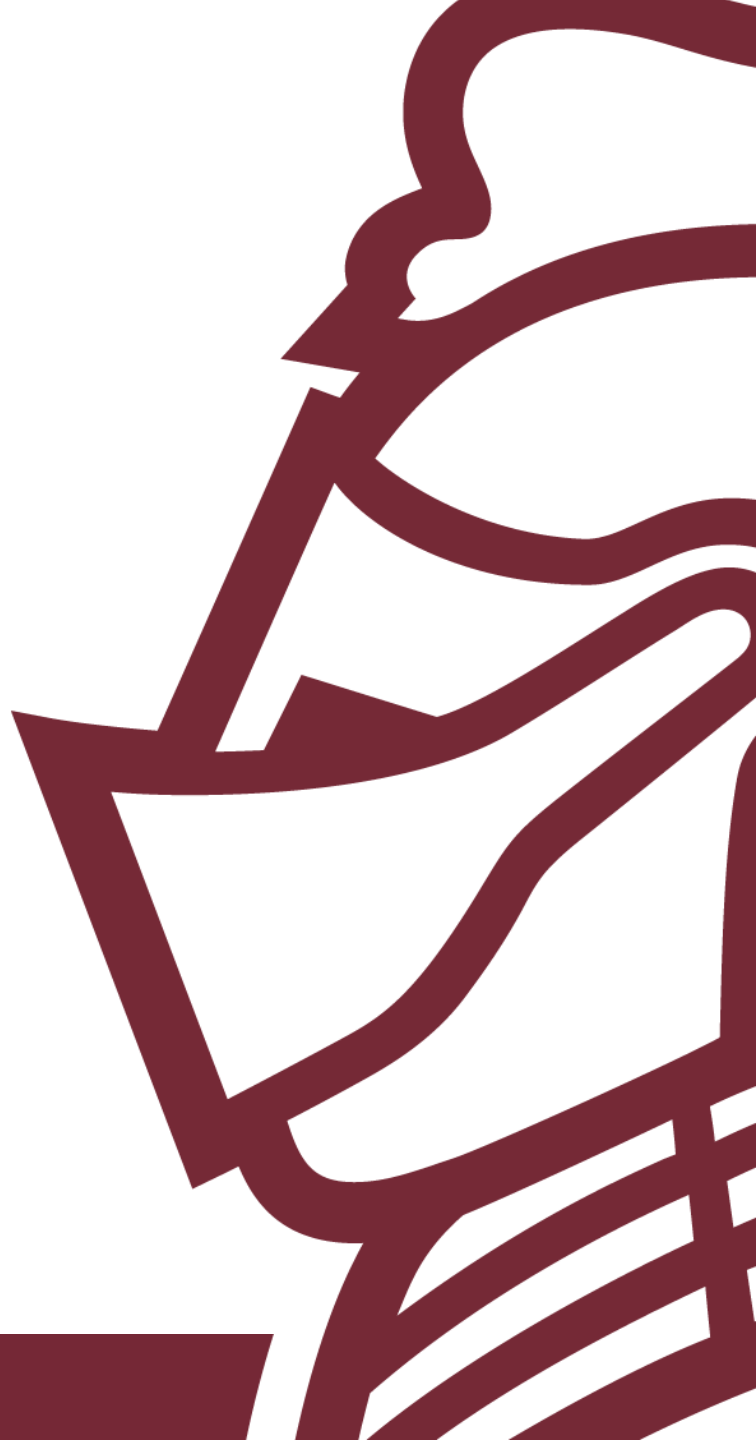
Who Wants To Be A Millionaire?



Project Overview

- The user gets the chance to answer 15 randomly selected questions in a row to win a million dollars.
- Will receive a set amount of cash if they answer more than 5 or 10 questions correct.
- Will be able to view the total number of questions they answered correct or incorrect.

Design Components

Random Module	Classes	Functions	For and While Loops
If Statements	Formatted Strings	User Input	Global Variables

Implementationw

```
import json
x = open('WW
question_bar
```

```
while i<16: # while loop that asks the user up to 15 questions
    k=i
    print(f"Would you like to continue or chose to quit and win {self.cash[k-1]}")
    c=input("If you want to continue enter 'y', if you want to quit enter 'n': ") # lets them
    if c=='y': # if they want to continue it asks the user a random question from the questio
        self.question+=1
        random_question = random.choice(question_bank)

        # Print the randomly selected question
        print(f"\nQuestion {i}: {random_question['question']}")
        print("A:", random_question["A"])
        print("_____")
        print("B:", random_question["B"])
        print("_____")
        print("C:", random_question["C"])
        print("_____")
        print("D:", random_question["D"])
        print("_____")
        answer=input("What is your answer to the question? ")
        if answer == random_question["answer"] or answer.upper()==random_question["answer"]:
            print("\nCorrect!")
            self.correct+=1
            i+=1

        else:
            print(f"\nWrong, you lost, the correct answer is {random_question['answer']}.") #
            self.wrong+=1
            break # breaks the while loop if they miss a question
    elif c=='n':
        print("Thank you for playing.")
        break # breaks the while loop if they decide to quit
```

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The Interface

```
Welcome to Who Wants to Be a Millionaire!
1: How to Play
2: Start Game
3: Stats
4: Quit

Select a Number (1-4): 2
```

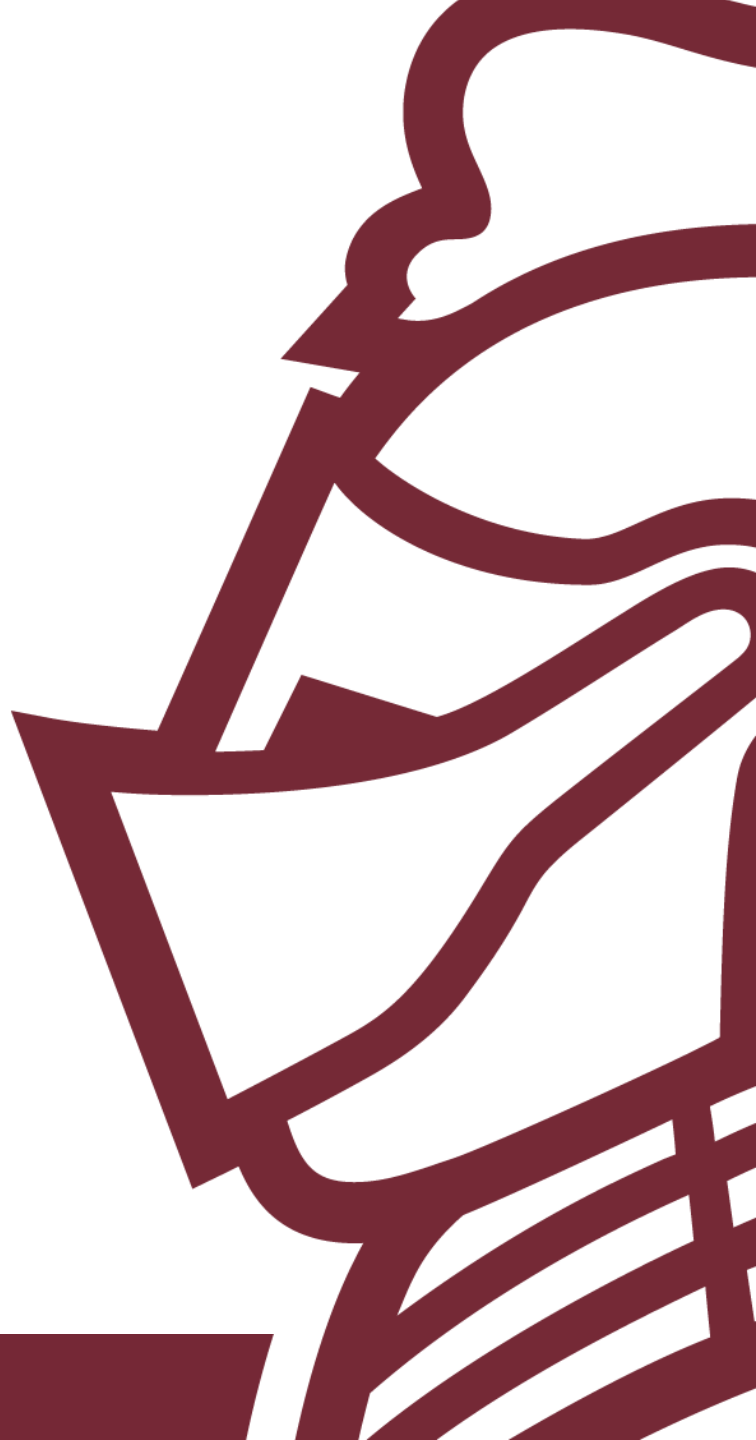
Challenges

- Accessing the questions from the question bank
- Randomly selecting a question each time

Solutions

- Had to open the questions from a JSON file through importing the JSON module
- Used the random module and random.choice to pick each question

Demonstration



Lessons Learned and Improvements

- How to open and access JSON files
- Better understanding of how global variables worked
- Could have added features for the user to help answer harder questions

The End