



# “LET’S PLAY JEOPARDY!” - DOCUMENTATION

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# THE FACE

- The main component of the “Let’s Play Jeopardy!” game is the database accessed for the all the content one sees. If one wishes to expand upon the project, the best thing to do would be broaden the database to include more questions, answers, and categories. To better modify the game
- Let’s understand how this Jeopardy simulation works.

# THE FUNCTIONS

- There are 2 main categories of functions. The first is a single question displayer, which interacts with 5 different lists, one for each category. Depending on the button pressed, it will access the correct list and display the first element of said list before deleting it to ensure it cannot be chosen again
- The second main category of functions are 5 separate answer display functions, one for each category. These functions work similarly to how the first function works. A way to better this simulation would be to compile these 5 functions into one
- There also exists a randomizer function, designed to randomize paired lists so they keep their indexes paired

# MAIN CODE

- The first thing that happens in the program is that all the lists are filled with material from the database. This works well for a small database, but in order to work with a larger database, the program must be modified in one of two ways.
  - 1) Limit how much of the table you interact with. Instead of continuously adding all the categories and then working with only the first five on the list, ensure you only deal with five.
  - 2) Make it so that each button press is a unique SQL command to the appropriate question, saving runtime.
- Once the lists are complete, we create a 5 by 6 grid canvas, with the top row being assigned labels matching category names, and the remaining rows with buttons of those categories. Starting from the upper left and working down each column, buttons are created, starting from 0 to 24, and added to a list of buttons. This list is used to disable a button once selected.

## POSSIBLE MODIFICATONS

- Aside from the previous modifications that exist, one big modification that can be made is in the class for the quit button. Currently, the quit button only destroys the current parent frame. If it can be modified to also pop the first element of both the question and answer list, instead of having the pop elements within the question/answer function, it would prevent the one glitch that ruins the game.