# **FLAMES Python Project**

## **Objective**

The FLAMES game is a classic relationship prediction game. This Python-based version takes two names as input and processes them through a defined algorithm to predict the nature of the relationship—ranging from friendship to enmity to marriage. The goal is to offer a fun and interactive experience while teaching programming concepts in a playful context.

#### Workflow

- 1. **Name Input**: Users are prompted to enter two names. These names are typically stripped of whitespace and converted to a common case (lowercase) for uniformity.
- 2. **Letter Cancellation**: The algorithm compares characters in both names. Letters that appear in both names are canceled out in equal counts. This simulates removing shared characteristics between the two names.
- 3. **Count Remaining Letters**: The total count of remaining unmatched letters after cancellation is calculated. This number is essential for the next step.
- 4. **FLAMES Calculation**: The acronym FLAMES stands for:
  - o F = Friends
  - o L = Love
  - A = Affection
  - M = Marriage
  - o E = Enemy
  - o S = Siblings

The total count from the previous step is used to cyclically count through the FLAMES letters until one option remains. This letter determines the predicted relationship type.

5. **Result Output**: Based on the final letter remaining from the FLAMES acronym, the result (e.g., "Love" or "Siblings") is presented to the user.

### **Educational Insight**

This project is highly effective for beginner programmers as it introduces:

- **String manipulation**: Removing characters, comparing strings.
- Loops and conditionals: Core to cycling through the FLAMES logic.
- Data structures: Lists for managing the FLAMES letters.

It promotes algorithmic thinking in a relatable, enjoyable context.

# Conclusion

The FLAMES project, while light-hearted and meant for entertainment, serves as a valuable learning experience. It teaches fundamental coding skills and demonstrates how logic and creativity can come together in building interactive applications. Enhancements could include adding graphical interfaces or integrating the game into web or mobile platforms.