VERSION 1 – 138 lines

**MAIN**

from functions import show\_logo

from functions import show\_vs

# from functions import pick\_one\_random

from functions import pick\_random

from functions import show\_score

from functions import show\_person1

from functions import show\_person2

from functions import make\_choice

import os

def compare(selected\_person, no\_selected\_person, score):

    if selected\_person['follower\_count'] > no\_selected\_person['follower\_count']:

        score += 1

        print (f"You are right! Current score {score}")

        return selected\_person, score

    else:

        print (f"Sorry you're wrong. Final score {score}.")

        return {

        'name': 'x',

        'follower\_count': 0,

        'description': 'x',

        'country': 'x'

    }, score

person\_a = {}

person\_b = {}

score = 0

selected\_person = {}

no\_selected\_person = {}

continue\_playing = True

person\_a = pick\_random()

person\_b = pick\_random()

show\_logo()

show\_score(score)

show\_person1(person\_a)

show\_vs()

show\_person2(person\_b)

selected\_person, no\_selected\_person = make\_choice(person\_a, person\_b)

right\_person, score = compare(selected\_person, no\_selected\_person, score)

# print (right\_person)

# print (score)

input ("Press enter key to continue>")

os.system('cls')

while continue\_playing:

    if right\_person == {

            'name': 'x',

            'follower\_count': 0,

            'description': 'x',

            'country': 'x'

        }:

        continue\_playing = False

    else:

        person\_a = right\_person

        person\_b = pick\_random()

        # print (person\_a)

        # print (person\_b)

        show\_logo()

        print (f"Current score {score}")

        show\_person1(person\_a)

        show\_vs()

        show\_person2(person\_b)

        selected\_person, no\_selected\_person = make\_choice(person\_a, person\_b)

        right\_person, score = compare(selected\_person, no\_selected\_person, score)

        input ("Press enter key to continue>")

        os.system('cls')

os.system('cls')

show\_logo()

print (f"Final score {score}.")

input ("Thanks for playing, press the enter key to exit.")

os.system('cls')

**FUNCTIONS**

import random

from game\_data import data

from art import logo

from art import vs

# function to print logo

def show\_logo():

    print (logo)

# function to print vs

def show\_vs():

    print (vs)

# show the score

def show\_score(punts):

    print (f"Current score: {punts}")

# function to assing characters

def pick\_random():

    random\_number1 = random.randint(0,49)

    person1 = data[random\_number1]

    return (person1)

def show\_person1(person1):

    print(f"Compare A: {person1['name']}, a {person1['description']}, from {person1['country']}")

def show\_person2(person2):

    print(f"Compare B: {person2['name']}, a {person2['description']}, from {person2['country']}")

def make\_choice(a, b):

    choice\_input = ""

    while not choice\_input == "a" or not choice\_input == "b":

        choice\_input = (input ("Who has more followers? Type 'A' or 'B' ")).lower()

        #print (choice\_input)

        if choice\_input == "a":

            return a,b

        elif choice\_input == "b":

            return b,a

        else:

            print ("Please input a correct selection 'A' or 'B'")

def compare\_followers(a,b):

    if a['follower\_count'] > b['follower\_count']:

        return a

    else:

        return b

**VERSION 2 – 63 LINES!**

from art import logo

from art import vs

from game\_data import data

import random

import os

def pick\_random():

    random\_number = random.randint(0, 49)

    #print (random\_number)

    return data[random\_number]

def compare(a, b):

    followers\_a = a['follower\_count']

    followers\_b = b['follower\_count']

    if followers\_a > followers\_b:

        return a

    else:

        return b

def make\_choice(a, b):

    choice\_input = ""

    while not choice\_input == "a" or not choice\_input == "b":

        choice\_input = (input ("Who has more followers? Type 'A' or 'B' ")).lower()

        #print (choice\_input)

        if choice\_input == "a":

            return a

        elif choice\_input == "b":

            return b

        else:

            print ("Please input a correct selection 'A' or 'B'")

game\_should\_continue = True

score = 0

person2 = pick\_random()

while game\_should\_continue:

    person1 = person2

    person2 = pick\_random()

    more\_followers = compare(person1, person2)

    print (logo)

    print(f"Compare A: {person1['name']}, a {person1['description']}, from {person1['country']}")

    print (vs)

    print(f"Compare B: {person2['name']}, a {person2['description']}, from {person2['country']}")

    choice = make\_choice(person1, person2)

    print (f"You choose {choice['name']}")

    if choice == more\_followers:

        score += 1

        os.system('cls')

        print (f"You're right! Score is {score}")

    else:

        print (logo)

        os.system('cls')

        print (f"You are wrong, your final score is: {score}.")

        game\_should\_continue = False

print ("Thanks for playing.")