DAY 14: Higher Lower Game Project

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Today, you're building an exciting **Higher or Lower** game, similar to the one at higherlowergame.com, but instead of comparing Google searches, you'll compare Instagram followers.

How the Game Works

- Two accounts are presented, e.g., **Neymar** vs. **Khloe Kardashian**.
- The player guesses which one has more followers.
- If correct, the game continues with the winner staying as "A" and a new challenger as "B".
- If wrong, the game ends and displays the final score.

Steps to Build the Game

1. **Play the game** at least 10 times to understand its mechanics.
2. **Break down the problem** into smaller tasks.
3. **Make a To-Do List**, starting with simple tasks (e.g., generating a random number).
4. **Use comments** to break down tasks in code.
5. **Write code, test, debug, and refine** until the game works.

Project Files

- `art.py` → Contains game logo and visuals.
- `game_data.py` → Contains a list of dictionaries with account details:
  - `name` (e.g., Cristiano Ronaldo)
  - `follower_count` (e.g., 215 million)
  - `description` (e.g., footballer)
  - `country` (e.g., Portugal)

Final Goal

- Build the game step by step.
- Debug and test multiple times.
- Enjoy the challenge and improve your programming skills.

Number Guessing Project\main.py | Higher or Lower Project\main.py | art.py | game_data.py

```python
from art import logo
from game_data import data
from art import vs
import random

print(logo)

# Number of comparisons you'd like to make
num_comparisons = True
game = True
score = 0  # Moved outside the loop to accumulate score

while game:
    for _ in range(num_comparisons):
        random_1, random_2 = random.sample(data, k: 2)
        random_1_name = random_1["name"]
        random_1_description = random_1["description"]
        random_1_follower_count = random_1["follower_count"]
        random_1_country = random_1["country"]
        random_2_name = random_2["name"]
        random_2_description = random_2["description"]
        random_2_follower_count = random_2["follower_count"]
        random_2_country = random_2["country"]

        print(f"Compare A: {random_1_name}, a {random_1_description} from {random_1_country}")
        print(vs)
        print(f"Compare B: {random_2_name}, a {random_2_description} from {random_2_country}")

        user_choice = input("Who has more followers, Type 'A' or 'B': ")

    if (user_choice == "A" and random_1_follower_count > random_2_follower_count) or \
```

```python
        random_1_country = random_1["country"]
        random_2_name = random_2["name"]
        random_2_description = random_2["description"]
        random_2_follower_count = random_2["follower_count"]
        random_2_country = random_2["country"]

        print(f"Compare A: {random_1_name}, a {random_1_description} from {random_1_country}")
        print(vs)
        print(f"Compare B: {random_2_name}, a {random_2_description} from {random_2_country}")

        user_choice = input("Who has more followers, Type 'A' or 'B': ")

    if (user_choice == "A" and random_1_follower_count > random_2_follower_count) or \
            (user_choice == "B" and random_2_follower_count > random_1_follower_count):
        score += 1
        print(f"Correct! Current score: {score}")
    else:
        game = False
        print(f"You lost! Final score: {score}")
```