Cities Trivia Game

1. Introduction

This game involves a player selecting the non-real city from 4 city option to score point for each correct choice

2. Design and Implementation

So, I figured in order to have this dictionary of choices, I needed to populate the dictionary with real cities and a non-city value.

First, I created a list of real cities, then I created 3 lists of non-real cities (easy, normal, and hard lists)

The program randomly selects 3 real cities and 1 non-real city from the lists. For each difficulty game play the non-city is selected from either the easy, normal, or hard lists.

A computer screen capture

Description automatically generated with medium confidence

Then the program assigns the values from the list of 4 cities to a dictionary with keys A, B, C, and D. The values are randomized to ensure the position of cities and non-cities are not constant in the dictionary

A computer screen capture

Description automatically generated with medium confidence

3. Conclusions

I learnt that there is code for every action you want from your program, all you have to do is think it through properly.

The most interesting aspect of the project was the different game play difficulty.

It will be interesting for me to update the code, so that the player automatically level-ups after certain number of points.