

What is to be done?

I have to create a quiz about a pakiwaitara (stories) to share with my classmates. I have to choose a pakiwaitara that is relevant to me and collect information about it to make sure I understand it well. Based on that information, I need to write a program that presents a quiz that could be used by my classmates to test or extend their knowledge of my topic.

Who is it for?

The quiz I am creating will be for my classmates and my teacher.

Why is it to be done?

This is to be done because it is an assessment. It will also teach my classmates new things when they have finished the quiz and will hopefully be a great help to them.

Specifications and Requirements

- Ask a minimum of 5 questions.
- Keep and display a score.
- Store at least two types of data in variables
- Take input and produce output.
- Use conditionals (such as if and else) and loops.
- Use data stored in a collection (such as a list or arrays)

Testing and debugging

Test (enter)	Output expected	Correct?	Notes
Question: How many Grand Finals has your team won? Value = 7	User is prompted to give question input	YES	
Question: How many Grand Finals has your team won? Value = 25	User is prompted to give question input	YES	
Question: Please enter a valid number of Grand Finals from 8 to 21. Value = A letter	User sees error message and prompts to give valid value for the question	YES	I just needed to space out the words because you couldn't read it properly as it was all close together.
Question: Who won the 2010 Grand Final? Value = C	User enters incorrect value and is told that the correct answer is D.	YES	

<p>Question: This trivia is intended for teams with 8 to 21 Grand Finals.</p> <p>Value = Quit</p>	<p>User quits and the trivia stops.</p>	<p>NO</p>	<p>I checked the code and realised I didn't enter the correct coding for the quit button, so now, if they press quit, they will continue the quiz.</p>
<p>Question: All of them</p> <p>User presses enter button on keyboard without choosing an answer.</p>	<p>User moves on to the next question and answer is random.</p>	<p>No</p>	
<p>User enters a letter instead of a valid answer when asked for how many Grand Finals they have won</p>	<p>User is asked to enter a valid number.</p>	<p>Yes</p>	

Ongoing Improvements

My ongoing improvements are that I tested my programme and searched for things I needed to fix. I saw that when I entered the correct or incorrect answer, I would get the expected outcome but could not read it properly because I did not space out the words. I also saw that when I wanted quit the game I would continue it so I had to fix that as well.

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1 #Import Easygui function so gui can be created 2
3 import easygui
4
5 Grand_Final_MIN = 8
6 Grand_Final_MAX = 21
7 Trivia_Grand_Final = 10
8 MAX_QUESTION_ATTEMPTS = 2
9
10 #Ask the user's NRL Team - String Variable 11
12 title = "Welcome to the NRL Trivia"
13 msg = "What is your NRL Team?"
14 NRL_Team = ""
15
16 #Ask the user how many Grand Finals they've won - Numeric Variable
17 while NRL_Team == "":
18     NRL_Team = easygui.enterbox(msg, title, "")
19
20 title = "Welcome to the NRL Start Trivia"
21 msg = "How many Grand Finals has your team won?"
22
23 #Check the Grand Final criteria for playing the Trivia. Also checks if the player has entered an integer
    within a valid Grand Final range. The loop repeats until a valid integer is entered. - Iteration
24 Grand_Final = easygui.integerbox(msg, title, "")
25 while Grand_Final < Grand_Final_MIN or Grand_Final > Grand_Final_MAX:
26     msg = "Please enter a valid amount of Grand Finals from " + str(Grand_Final_MIN) + " to " + \
27     str(Grand_Final_MAX) + " Grand Finals."
28     Grand_Final = easygui.integerbox(msg, title, "")
29
30 #Checks whether the player falls within the Trivia Grand Final range
31 continue_game = "Continue"
32 if Grand_Final >= Trivia_Grand_Final:
33     print(Grand_Final)
34     msg = "This Trivia is intended for Teams with 8 to 21 Grand Final Championships."
35     choices = ["Continue", "Quit"]
36     continue_game = easygui.buttonbox(msg, title, choices=choices)
37     print(continue_game)
38
39 #This is the gate to check whether the quiz should continue because either the user has earlier indicated
    they are under the Trivia Grand Final, or they want to continue even though they are older.
40 if continue_game == "Continue":
41     title = "Welcome to the NRL Trivia"
42     msg = "Hey " + NRL_Team + "! Just before we start, the only rule is that you are not allowed
        to search up the answers. If you do not know the answer, just take a guess or try really hard to
        remember it. Anyways, enjoy the Trivia and may the best team win."
43     ok_button = "Start"
44     easygui.msgbox(msg, title, ok_button)

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45
46 #Setup questions and answers for players - Data stored in List
47 questions_a = ["Who won the 2010 Grand Final?\n\nA: Storms\nB: Sydney Roosters\nC: Cowboys\nD:
    ST George Illawarra Dragons\n",
48         "How many teams are there in the NRL?\n\nA: 15\nB: 14
    \nC: 16\nD: 17\n",
49         "Who is the current hooker that plays for the Rabbitohs?
    \n\nA: Harry Grant\nB: Damien Cook\nC: Api Koroisau
    \nD: Brandon Smith\n",
50         "Which person has played for 3 different teams?\n\nA: Josh Addo - Carr\nB:
    James Tedesco\nC: Brian To'o\nD: Latrell Mitchel\n",
51         "Who is the Coach for the Parramatta Eels?\n\nA: Wayne Barrett\nB: Brad
    Arthur\nC: Ricky Stuart\nD: Anthony Griffin\n",
52         "How many points is a try worth?\n\nA: 5\nB: 6\nC: 4\nD: 7\n",
53         "How many meters on a full NRL field?\n\nA: 110\nB: 105
    \nC: 100\nD: 1000\n",
54         "What happens if someone drops the ball?\n\nA: Drop Kick
    \nB: Foward Pass\nC: Knock On\nD: Double Dribble\n",
55         "Who has scored the most points in one game?\n\nA: Trent Robbinson\nB: Dave
    Brown\nC: Nathan Cleary\nD: Josh Papali'i\n",
56         "Which is the best NRL team?\n\nA: Rabbitohs\nB: Rabbitohs\nC:
    Rabbitohs\nD: All of the above\n"]
57
58 #Setup answers to the multiple questions - Data stored in List
59 answers_a=["D","C","B","A","B","C","C","C","B","A"]
60
61 #Set Question score to zero to start the Program with no score - Data stored in List
62 q_score=0
63
64 #Question 1 - Selection
65 player_trivia = easygui.buttonbox(questions_a[0],"Questions 1",choices= ["A","B","C","D"])
66 if player_trivia == answers_a[0]:
67     easygui.msgbox("WOW, " + NRL_Team + "! " + " Good Job!")
68     q_score = q_score + 1
69 else:
70     q_response = easygui.msgbox("WOW, " + NRL_Team + "! Guess your not winning this
    year.\n\nThe correct answer is " + answers_a[0])
71
72 #Question 2 - Selection
73 player_trivia = easygui.buttonbox(questions_a[1],"Questions 2",choices= ["A","B","C","D"])
74 if player_trivia == answers_a[1]:
75     easygui.msgbox("Fantastic, " + NRL_Team + "! " + " Doing Great!")
76     q_score = q_score + 1
77 else:
78     q_response = easygui.msgbox("ERR ERRRRRRRR, " + NRL_Team + "!

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Wrong one.\nThe correct answer is " + answers_a[1])
79
80 #Question 3 - Selection
81 player_trivia = easygui.buttonbox(questions_a[2],"Questions 3",choices= ["A","B","C","D"])
82 if player_trivia == answers_a[2]:
83     easygui.msgbox("Amazing, " + NRL_Team + "! " + " Keep it up!")
84     q_score = q_score + 1
85 else:
86     q_response = easygui.msgbox("Nope, " + NRL_Team + "! Wrong again.
\nThe correct answer is " + answers_a[2])
87 #Question 4 - Selection
88 player_trivia = easygui.buttonbox(questions_a[3],"Questions 4",choices= ["A","B","C","D"])
89 if player_trivia == answers_a[3]:
90     easygui.msgbox("Outstanding, " + NRL_Team + "! " + " You're on a roll")
91     q_score = q_score + 1
92 else:
93     q_response = easygui.msgbox("Really?, " + NRL_Team + "! That one was easy.\nThe correct
answer is " + answers_a[3])
94
95 #Question 5 - Selection
96 player_trivia = easygui.buttonbox(questions_a[4],"Questions 5",choices= ["A","B","C","D"])
97 if player_trivia == answers_a[4]:
98     easygui.msgbox("Impossible, " + NRL_Team + "! " + " Let's see if you make it to the finals")
99     q_score = q_score + 1
100 else:
101     q_response = easygui.msgbox("Come on, " + NRL_Team + "! Unlucky.
\nThe correct answer is " + answers_a[4])
102
103 #Question 6 - Selection
104 player_trivia = easygui.buttonbox(questions_a[5],"Questions 6",choices= ["A","B","C","D"])
105 if player_trivia == answers_a[5]:
106     easygui.msgbox("That's Crazy, " + NRL_Team + "! " + " Almost there")
107     q_score = q_score + 1
108 else:
109     q_response = easygui.msgbox("Wrong, " + NRL_Team + "! Guess you had a bad game.\nThe
correct answer is " + answers_a[5])
110
111 #Question 7 - Selection
112 player_trivia = easygui.buttonbox(questions_a[6],"Questions 7",choices= ["A","B","C","D"])
113 if player_trivia == answers_a[6]:
114     easygui.msgbox("ALL RIGHT, " + NRL_Team + "! " + " That was a fluke")
115     q_score = q_score + 1
116 else:
117     q_response = easygui.msgbox("NO WAY, " + NRL_Team + "! Are you

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        serious.\nThe correct answer is " + answers_a[6])
118
119 #Question 8 - Selection
120 player_trivia = easygui.buttonbox(questions_a[7], "Questions 8", choices= ["A", "B", "C", "D"])
121 if player_trivia == answers_a[7]:
122     easygui.msgbox("Let's go, " + NRL_Team + "! " + " 2 more to go")
123     q_score = q_score + 1
124 else:
125     q_response = easygui.msgbox("Come on now, " + NRL_Team + "! NO NO NO.\nThe correct
        answer is " + answers_a[7])
126
127 #Question 9 - Selection
128 player_trivia = easygui.buttonbox(questions_a[8], "Questions 9", choices= ["A", "B", "C", "D"])
129 if player_trivia == answers_a[8]:
130     easygui.msgbox("OK, " + NRL_Team + "! " + " That one was easy")
131     q_score = q_score + 1
132 else:
133     q_response = easygui.msgbox("WOW, " + NRL_Team + "! Guess your not winning this year.\nThe
        correct answer is " + answers_a[8])
134
135 #Question 10 - Selection
136 player_trivia = easygui.buttonbox(questions_a[9], "Questions
        10", choices=["A", "B", "C", "D"])
137 if player_trivia == answers_a[9]:
138     easygui.msgbox("Perfect pick, " + NRL_Team + "! " + " I always knew you were a Rabbitohs fan")
139     q_score = q_score + 1
140 else:
141     q_response = easygui.msgbox("Perfect pick, " + NRL_Team + "! I always knew you were a
        Rabbitohs fan.")
142
143 #Tell the user the amount of Grand Finals they have won out of 10
144 easygui.msgbox(str(NRL_Team) + ", you have won " + str(q_score)
        + " Grand Finals.\nYour score: " + str(q_score) + "/10", "NRL Trivia")
145
146 #Displays message when player opts to quit the game or when all questions have been
        answered
147 title = "NRL Trivia"
148 msg = "Have a great rest of your season!"
149 button = "Close"
150 easygui.msgbox(msg, title, button)
151

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