Mini-Game Development test:

Program Description:

This Python program simulates a game of Tambola (Housie). It randomly draws numbers from 1 to 90 and announces them with a spoken audio prompt. The game continues until either:

- All 90 numbers are drawn: This signifies the end of the game.

- All prizes are claimed: If all the winners for the different prize patterns (early five, lines, four corners, full house) are identified before all numbers are drawn, the game concludes prematurely.

Additional Considerations:

- The program should clearly and audibly announce the drawn number using a text-to-speech library or pre-recorded audio files.

- You might want to consider incorporating features like displaying the drawn numbers on a screen, tracking claimed prizes, and playing background music for a more immersive experience.

Please note:

- This description provides a general overview of the desired functionality. Specific implementation details will depend on chosen libraries and desired features.

- Ensure you adhere to responsible gambling practices if using this program for actual gameplay.

Text-to-Audio library example:

```
import pyttsx3 as pt

text="I am in Selakui"


engine = pt.init()


engine.say(text)


engine.runAndWait()
```