

What alternatives did you consider and why did you reject them?

- 1. Alternative: More detailed artifact collection with exact artifact names - require players to use specific commands like take Rowena Ravenclaw's diadem.**
 - Reason for Rejection: This would complicate the input parsing and potentially lead to frustration players who may mistype the exact artifact names.
- 2. Alternative: Randomized enemy encounters and artifact placements - enemies and artifacts would appear randomly in different locations during each playthrough.**
 - Reason for Rejection: While it would add replayability, it introduces significant complexity and risks making the game confusing for first-time players. Additionally, I wanted to make the game as close to the real Wizarding World, where those artefact were hidden in particular locations.
- 3. Alternative: Immediate health loss for not casting a spell - if the first input after encountering an enemy is not a spell, the player loses health immediately.**
 - Reason for Rejection: This could feel overly punishing for casual players. Instead, the current version allows players to respond after being warned about the enemy. In terms of functionality, it would require to store the all the spells as seprate variables or in the array, and check each spell - additional complexity that I tried to minimize.