**# Introduction**

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**# Project Overview**

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**# Challenges and Solutions**

**Going outside of the boundaries of the grid causes the game to crash. To prevent this, I added this snippet of code. It checks that the player is inside the boundaries. If not the if statement will run code that prints a warning message instead.**

A black background with text

Description automatically generatedA black background with white and blue text

Description automatically generated

I create my grid like this, however, sometime due to the random nature of spawning certain objects can overwrite each other.

A computer screen shot of text

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This resulted in the game sometimes spawning an unwinnable grid like this.

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The solution to this was very simple. I simply made the treasure spawn last instead which means it cannot be overwritten. I could also add an if statement at the end to check that both the player and the treasure are spawned and if not, it regenerates the grid.

**# Search Algorithms**

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**# Flowchart**

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**# Testing**

**# Conclusion**