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CSC II – 1

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I first added an input statement to ask the person for their name. It then welcomes them to the game. It is also customized in the ending messages to state the user’s name. I have also added in the ability for the game to change the background to the color of the target they hit. So, if it is the 300-point target it turns the background red, it then turns yellow if they hit the 200-point target, and lastly when they hit 100-point target it turns the background orange. The last thing I did is it keeps track of the total points to let the user know what level of an archer they are. With an If statement checking total points to see if its 5000 or above to let them know they are a master archer, between 4000 and 5000 for an expert archer, between 3000 and 4000 for an advanced archer, between 2000 and 3000 for an intermediate archer, and anything below 2000 is a beginner archer. It then displays it along with letting them know target practice is over.