

## Task 1

The main limitation I see is that it is hard coded for two players, it only tracks two variables (player1\_wins, player2\_wins) and adding a 3rd or even more players would take a lot of duplicating code. The second limitation is that each roll is written manually and not performed within a loop again this means we would have to duplicate more and more code. In addition the winning condition is fixed to a best out of three for two players; this would need changing if multiple players were added.

## Task 2

No group 😞

## Task 3-8 and 16

Code given with file.

## Task 9

The code output was ['Malmo', 'Halmstad', 'Gutenberg']

## Task 10

The output of the code was ['Curitiba', 'Malmo', 'Halmstad', 'Gutenberg']

## Task 11

The output of the code was ['Curitiba', 'Malmo', 'Halmstad', 'Gutenberg', 'Curitiba']

## Task 12

The output of the code was ['Malmo', 'Halmstad', 'Gutenberg', 'Curitiba']

## Task 13

The output of the code was 0

## Task 14

The output of the code was [] an empty list

## Task 15

The output of the code was ['Curitiba', 'Gutenberg', 'Halmstad', 'Malmo']