

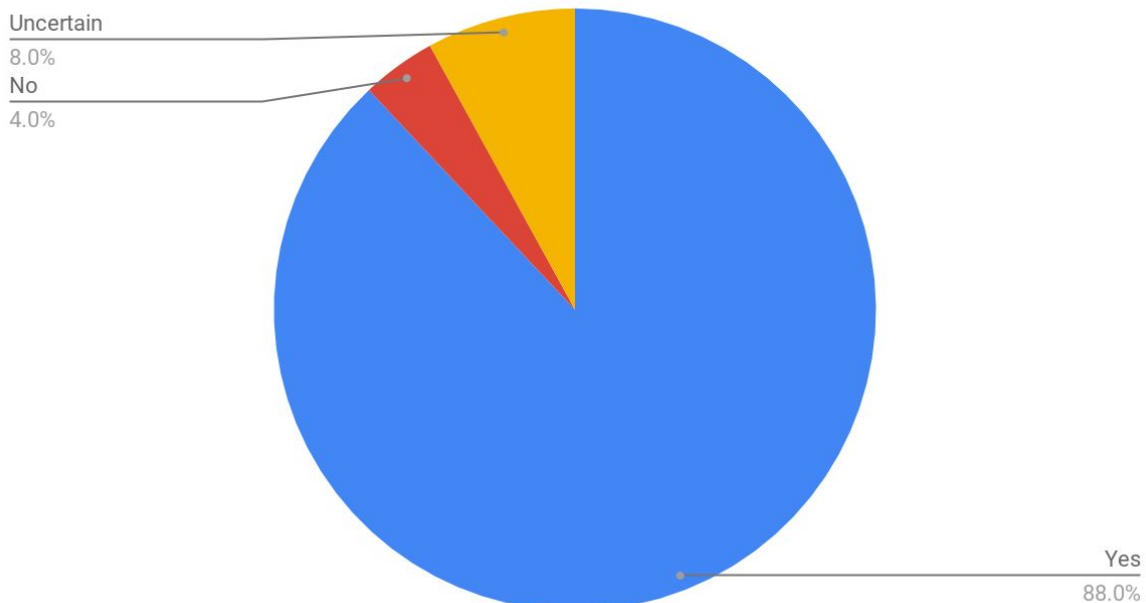
Evaluate

Throughout the duration of this project, the naming conventions are not consistent: this is because some variables use camelcase and other variables are all in lowercase. Due to the fact that my game is for two players, I did not require to use external modules. Moreover, I utilised numerous parameters when calling my functions; for example, within the 'CheckResult' function, I have used the parameter 'board'. During the testing phase of the project, I had taken unexpected events into account: I conducted error handling with the ValueError and the IndexError, which had responded correctly.

In order to analyse the quality of my code for users, I have conducted a survey that consisted of 25 volunteers who have tested the code by playing my game and so, they were asked whether it was easy to use:

Survey: Is it easy to use and play?				
Options	Yes	No	Uncertain	Total
Frequency	22	1	2	25
Percentage	88%	4%	8%	100%

Points scored



The features my game provides:

- Guide - This allows players to locate the position of the board.

- Multiplayer - This allows multiple players to play against each other, meaning the game would be more interactive.
- Point System with a Winner - A point will be awarded each time a player wins the game, which would engage players to play more.
- Play Again - This enables players to repeat the game with a new board as well as add to their current point system.
- Try Again - This would allow players to type another option if their current option is taken or incorrect.

Overall, my code is organised into functions and I have used correct indentation: this means that I am able to add more functionality to the code due to the fact that it is well organised and any user would be able to easily navigate any function that has been embedded in the code. Regarding functions, I have also used parameters and global variables appropriately. As a result, my code is able to deal with errors during execution however, I could potentially improve the error messages by making it more efficient and less repetitive.