

Project Rubric

The following are the specifications as enlisted in the [Project Rubric](#).

Code Review

- The descriptions are printed to the console for the player to see.
- The game uses the following functions:
 - The `time.sleep` function is used to create delays between messages so that they aren't all printed at once.
 - The `random.choice` or `random.randint` function is used to influence the game so that each game is different in some way.
- The game uses the input function in combination with conditional statements (e.g., if and while) to create an interactive program.
 - The input function is used to ask the player what they would like to do.
 - The player's choices affect what happens in the game, including:
 - Whether the player wins or loses.
 - Whether to restart or exit after the game is over.
- The game uses a conditional loop to handle invalid input. If the player enters a choice that is not valid, the game gives them the chance to retry until they enter a valid option. The game does not crash and does not treat invalid input as a valid choice.
- The program's code is refactored by defining and calling functions. The code includes at least four-function definitions that are used to improve the code in some way, such as by:
 - Reducing repetition
 - Reducing complexity
 - Improving the readability or organization of the code
- Each function should have a single purpose and a name that describes that purpose.
- The code written follows the standard Python Style Guide, such that `pycodestyle` tool reports zero errors and zero warnings.
- The program is a playable game, and runs from start to finish without crashing or displaying errors.