**Evaluation of game**

This evaluation, we will assess a Py Game created using Python and analyze how well it fulfills its purpose, meets client requirements, and showcases creative design elements. The PyGame demonstrates a unique blend of functionality and visual appeal, providing an engaging experience for players. Let's delve into the evaluation to highlight the design choices that contribute to its success.

I have created a game in which a character is able to jump up and move side to side in order to collect coins. The user must avoid falling, by dropping down the game will end with a score. The PyGame successfully fulfills its intended purpose by being suitable for the intended target audience. It delivers an engaging gameplay control, and interactive features.

In general, I believe I performed well in this task, demonstrating a significant level of independence. This can be shown by my individual research which allowed me to create this game without the help of others. Engaging in this project has provided me with invaluable opportunities to acquire new skills and techniques.

My designs matched the end view of my game, this is a way of showing the accuracy of my design.