1. What are the most challenging aspects of the coursework task?

The most challenging aspect of this coursework was to handle and validate user input and work with an array in a way where it represented a board rather than just a container for some values. Furthermore, the storing of values in the leaderboard.txt file where the current score had to be appended to the users score while making sure that when another user plays on the same instance of the program's execution it doesn't add the total score to their score was another challenging aspect.

2. How did you go about completing the task?
I started by skimming through the provided files and understanding the functions they contained. Then, I began by implementing the simpler functions, such as draw_board(). For managing the leaderboard, I researched the json module to simplify reading from and writing to the leaderboard.txt file. Once I had a clear understanding of what each function needed to do, I coded them accordingly.

3. What have you learned over the course of completing this coursework task?
Over completing this task , I didn't come across many entirely new concepts. However, I did learn a few useful things. I hadn't known that json.dump and json.parse could take a file object to read from and write to files. Additionally, I learned a bit about seeding in a random number and why it is used. I also gained some insight into ANSI color encoding, though at a very basic level.