Critical Evaluation

The Chosen task was the Spell Smart. The duration of this task, I was faced with many obstacles such trying to add music and sound effects, adding images and using ***tkinter, which*** is a *GUI (Graphical User Interface)*. I originally thought of using JavaScript but learnt the hard way that it was very difficult for me so I perused in Python a less challenging g language. I made sure from the get go that all the critical components for the game were located easily in my Software Major folder. It was challenging to start the program because I did not have any idea of how the game would look like but the more I was stuck into the game the more I designed the and tweaked it over time. At first, I had the idea of making the game a multiple-choice game but then changed to a typing game with a message/text box.

During the end of the Assignment I thought I making the game an exe game but I tried multiple ways of converting a py file to an exe and none of the methods would work so I adapted to the programs that I had and changed the installation manual. Found it very challenging to always refer to my logbook whenever I had completed a task and to mark my progress on the section that I had worked on. I found out many sites to help me in reference to tkinter. The design look very simple and I did contemplate whether I should put a background.

Over time, I did find many glitches, flaws and errors over time and sometimes it to multiple YouTube video to understand how to fix the problem and understand what was happening while changing keep components of the code. Commenting in the code helped me understand the functions that were going on and I could refer back to it if I needed some clearance.

Overall I feel that the amount of effort that was put into this game was good and I had a good understanding of how my code and my assignment was going well in terms of time.