Justification of pieces of code:

Tudor Mini Game:

We decided to do a matching game to showcase skills of the if/else statements. We originally set out to use dictionaries but found that optimization wasn’t possible. Therefore, we opted for Boolean values and lists to store when answers were completed correctly and or incorrectly. We also added a hint element to make use of a random function and make the game more dynamic and easier to solve if people were not familiar with the time period.