**Implementation:**

Very nice, the program is broken into 3 sections:

Main.cpp

MyGame.cpp

MyGame.hpp

The main.cpp is clean and only has about 20 lines to actually start/run the program. All specific steps in regards to the actual game are done in MyGame.cpp and MyGame.hpp. The game is also separated into a struct and class, and all functions are member funtions of the MyGame class.

I think the only area that might be interesting to go back and re-write could be the getState function; it looks like a lot of it is separated out when many of the if statements could be “generally” combined.

**Error Handling:**

Very good, 2 areas of input and both handle errors appropriately and request the user to re-enter a value if they put in an incorrect one.

**Comments and Coding Style:**

Everything works, and it’s well done, but I just don’t know if there was a need for the different files, at least for something this size.

But, it’s great practice to use for future programs that will be a lot bigger and more complex.

**Extra Features:**

There are 6 different types of world’s that the user can generate and it allows the user to iterate once at a time and abort at anytime.

**Overall:**

The program functions and functions well. The items are displayed appropriately and they are processed accordingly. The game is designed and implemented well and functions accordingly.

I, without a doubt, give this program an A.