I decided to give myself the challenge of doing outcome 3 rather than just settling for outcome 1. I used what I learned throughout the year and made use of pointers, classes, constructors and problem solving to solve this challenge and create a ‘game’ or a user interactive simulation in which the user will decide what their three throws will be against an ‘AI’ that will aim for the best shot possible at each throw.

The artificial intelligence was a good challenge and I found that it was what taken me the longest to understand and get my head around, however once I had a small understanding of what to do, the rest followed, the AI will always aim for the best score and will only fail to do this if the success rate is low.

Working with object orientated programming was a fun but confusing interaction, it taken some time to fully grasp how it works as well as how to use it properly but once I had the hang of it I was able to see how useful and flexible it is to use in complicated solutions, it is obvious that compared to procedural programming how much more powerful it is and how it provides a much more in depth result.

If I were to improve the game, I would like to make the AI more advanced and make it so that it can ‘anticipate’ the human player’s throws and make the game more challenging, I would also add more classes in such as a ‘board’ class and a ‘score’ class to keep the program neater.