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

Ans: I was not aware of words like random, Json, seed, os.path, etc. at first. In addition to this obstacle, I encountered a lot of other difficulties; some were small, but some truly tested me. The first was the topic itself—I'm a novice Python game developer. Another difficulty comes in the file management section when you have to create a file and use keys and values to append a dictionary of players' names and scores. The hardest thing I found to be particularly tough about this coursework was experimenting with the many foreign functions and finding it tough to figure out why certain errors were happening.

2. How did you go about completing the task?

Ans: Since I was unfamiliar with the import modules, completing this coursework was difficult for me and kept pushing me beyond of my comfort zone. In order to finish the coursework, I used the internet and several coding platforms to get assistance in understanding which modules to use in the code and how to use them. I also reviewed the teacher's presentation slides from the seminars, workshops, and tutorials, all of which were very helpful in doing the assignment.

3. What have you learned over the course of completing this coursework task?

Ans: I'm now familiar with terminology like Json, OS.path, seed, and many more after finishing the program. I gained knowledge of file handling, how to store data, and how to add it to dictionaries, in addition to learning how to create games in Python. After finishing this training, I also gained knowledge about conditional statements and how to utilize loop and conditional statement syntax correctly.