This project has a few main objectives that I am aiming to hit by the end of this project and they are…

* Having a GUI that writes the code for the bindinngs.py file need to add a new computer-controlled bot into the game.
* To change the games stock a.i. code to allow computer-controlled by the a.i that attack backwards as well as forwards.
* Improve the overall quality of the code going into games a.i controllers.
* Set up a version of the games files so that new people to the modding community have the base to modify the games files outside of the a.i of the game. Including more advanced features like custom boundaries.

Georgie Chard (First Time User):

From never experiencing game modding, I managed to create a little bot named Alex using what was provided, most of which I found easy to use and understand.  
When setting up the bot, I thought the process was simple but also challenging as you had to come out and go back into some parts, which can be confusing if you’re not so familiar with the setup of the game e.g. saving your design as there is no save button.  
Using the toolkit was a little too basic as when choosing which type of bot you’d like, there’s no description telling you exactly what the feature entails but instead, gives a short, sharp option like you’ve played this many times. However, the rest of the sectors were very clear.  
Using the product was quick as it was basic copy and pasting, and the actual code itself was nothing too complicated, so I understood completely.  
I noticed the differences immediately when in gameplay with Insanity\_2 as this bot was more aggressive and assertive, exactly like how you’d want your creation to behave. Whereas with Alex, you can tell that it hasn’t had that much time put into it and how it lacks in performance.  
Overall, I found the experience of using this software helpful and very easy to learn by. The only improvement I could suggest would be the organisation of the files. They were scattered around and hard to locate when needed, it would’ve been better to have them all in one place.