Task instructions

Hello!  
1. This is a **coding task that must be written in standard python 3 turtle graphics**and must not rely on any extension modules that needed to be downloaded/installed separately.

The task is to **develop a program**that takes data sets describing a moving object in **different directions** and displays data that's quick and easy for analysts to interpret. In this case, I chose a shark/fish. I did some of the work already but it doesn't look nice so please help me **redesign**the shark so that it is **obvious** in whichever direction it is facing and **colour fill**the hexagon please.

The program must then draw the object making each of the moves in the data set until one of three things happens.  
- One possibility is that the object runs out of energy and can’t do any more moves.  
- Another possibility is that the object’s move would take it outside of the grid, where we can’t see it, i.e., it’s gone beyond the area under observation.  
- And the third possibility is that the object moves onto one of the three special cells, apart from the home cell.

please Put the solution code in the function called visualise\_data in the place marked by the **pass**statement. Whatever symbol you design it must be: non-trivial (meaning it’s composed of multiple shapes and lines); easily recognisable (so our data analysts can recognise at a glance what the object is); and it must be clear in which direction it’s heading in all of its six different orientations. It looks best if your object is viewed from above, but that’s not essential.

2. Please see the attached **task instructions 'AssessmentTask1Transcript'**for more detailed instructions, I also highlighted the important parts, and **the video 'task sample.mp4' (Please refer to the link:** https://drive.google.com/file/d/1OC9oO\_hefei9y7fO1\_PPOOCnotWPutXR/view

**It shows a sample of how it should work.**

3.  I attached a picture of the marking rubrics below (Please refer to “marking rubics.png”). And, there's a code presentation guide if needed.

4.  T**here are 3 main files in the attached zip folder titled 'A1”.**

**- the code template is the file 'assigntment\_1.py', the solution must be placed below the section labeled "Student's Solution".**

- The python module contains the drawing canvas under the file '**assignment\_config\_1.py'**, download and put it in the same folder so it'll work automatically. Do not make any changes to this file.

- The python file for the data generation module that is used to generate random data sets is "**assignement\_1\_data\_source.py**". Also, do not make any changes to this file as it'll automatically work in the same folder.