UDACITY

DISCUSS ON STUDENT HUB

Adventure Game

REVIEW
CODE REVIEW 6
HISTORY

Meets Specifications

Hey, fellow Udacian! ✨

Great job! 🎉 🎉 🎉

- Congratulations on passing the project - the code is elegant, concise and works just like it should!
- The variable and method names descriptive and self-explanatory!
- All the specs are met and the expected behaviours are there - fantastic!

Keep on rocking!

Code Review

> Descriptions are printed to the console for the player to see.

The `time.sleep` function is used to create delays between messages so that they aren't all printed at once.

The `random.choice` or `random.randint` function is used to influence the game so that each game is different in some way.

The `input` function is used to ask the player what they would like to do.

The player's choices affect what happens in the game, including:

- Whether the player wins or loses
- Whether to restart or exit after the game is over

If the player enters a choice that is not valid, the game gives them the chance to retry until they enter a valid option.

The game does not crash and does not treat invalid input as a valid choice.

The code includes at least four function definitions that are used to improve the code in some way, such as by:

- Reducing repetition
- Reducing complexity
- Improving the readability or organization of the code

Each function should have a single purpose and a name that describes that purpose.

The `pycodestyle` tool reports zero errors and zero warnings.

The program is a playable game, and runs from start to finish without crashing or displaying errors.

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6   CODE REVIEW COMMENTS   ❯