Evaluation

# Introduction

In the [evaluation](https://isaaccomputerscience.org/concepts/prog_cwk_evaluation_aqa?topic=software_project) section, it is important to give an overview of how effectively the program fulfils the overall requirements. Revisit the scenario for this project and your success criteria, then:

* Write a paragraph giving some general evaluation of the solution as a whole
* Explain how well you have met each objective you set out in the success criteria
* Explain how the program could be realistically improved if you were to revisit the problem.

Make sure that your comments are evaluative; give reasons why you consider something has been well met using evidence from testing.

Overall, the final produce fulfils all the necessary criteria for a program – each subroutine functions exactly as I laid out in my success criteria. It also has achieved an extension criterion alongside this. Each objective functions as intended – testing has also shown this, producing the correct output given an input, it has also been able to reduce likelihoods of common accidental errors occurring that would otherwise hinder the overall playability of the game. In addition, error handling and input sanitisation have been added to reduce the likelihood of the program producing unwanted errors. While the solution is slightly longer than I originally intended, the overall functionality makes up for this. Foreground highlighting has been used to provide contrast between the different elements in the game and provide better clarity to the user. Appropriate headings and naming structures were used fluently throughout the source code. In addition, detailed comments explain the nature of otherwise less interpretable blocks of code. If I were to revisit the program, I would like to simplify the overall code, in areas that would have taken me too long originally, I would have liked to implement the further extension task of different ship classes and do a bit more testing.