**KOTLIN STUDENT CODING COMPETITION ESSAY 2023**

My name is Rumbidzai Tanya Machera a lady of 21 years old studying at Botswana Accountancy College which is in partnership with Sunderland University in the United Kingdom. I am a third-year student studying BSc. (Hons) Business Intelligence and Data Analytics (BIDA) programme.

In my three years of schooling at Botswana Accountancy College I have acquired coding experience with different technologies like Python, Structured Query Language (SQL) and R programming.

My hobby is writing short stories, I have written two books called **A force to reckon** **with** and **Trails of Poetry**. The project l have created is called **snowperson game.** The idea behind the project, is to help younger generation or older people in improving, their vocabulary, problem solving and analytical skills hence, they become excellent writers or authors.

When the user plays the **snowperson game** it tests his or her analytical skills and the ability to guess the secret word in the game. In addition, the user thinks outside the box to obtain a good score. The score count will indicate how well a user is a knowledgeable player. Therefore, the snowperson game requires the user to put in more effort to win the game, less effort the user becomes a loser.

The snowperson game also consists of warnings if the letter has been already guessed the game informs the user and if the letter is an invalid letter the snowperson game informs the user. Therefore, the snowperson game informs the user about rules and procedures of the game to be followed.

The technology used to develop the game is IntelliJ IDEA. l created a virtual environment (venv) for my project. The environment (venv) then generated scripts, and this enabled me to use an extension for the interpreter - python for my project.