# Evaluation

During this assignment, I initially found using the 2D array quite difficult so I struggled with displaying the grid but I managed to get it to display the way I wanted it to. After getting a better understanding of the 2D array I was able to start displaying the selkies and munros on the board in fixed positions, as well as displaying the players in their initial positions at the bottom left corner of the board. I then generated a dice roll for each player and tried to get the players to move the correct number of spaces along the board. I found this quite difficult because I wasn’t sure how to add the next dice roll onto the previous one but after I got that to work I worked on keeping the players within the boundaries of the board. I struggled with this but I managed to get it to work after trying different ideas and I’m happy with how the player movement turned out. I then started working on alternating between each player which I was able to figure out and it worked well. I found implementing the player movement after landing on a selkie, munro or whisky boost quite simple, however I don’t think I did this in the most efficient way. To work out how to save the player’s progress to file I had to look over the lecture slides and previous programs, then I was able to get this to work. I found the load game method the most challenging part of the program but I was able to get it to display the previously saved progress. Throughout working on the program I also found it quite difficult to work out where I should be calling certain methods and what classes some methods should be in which could have made it less efficient than it could be.