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Adventure Game

REVIEW

CODE REVIEW 6

HISTORY

Meets Specifications

Honestly 😊

Congratulations on passing the Adventure Game project!!!

You've done a brilliant job. You should be proud of what you have achieved already, as the quality of your work is very high.

Well done again, and best of luck with the rest of the course

Best regards

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.

Excellent, no errors or warnings detected!



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

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CODE REVIEW COMMENTS



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