This document will instruct and direct you to complete all of the evidence you will need to meet the Excellence level criteria for the following standard.

| **Number** | **Version** | **Title** | **Credits** | **Assessment** |
| --- | --- | --- | --- | --- |
| AS91896 | 1 | Use advanced programming techniques to develop a computer program | 6 | Internal |
| **Achievement Level Statement** | | | | |
| Use advanced programming techniques to develop a refined computer program. | | | | |

Please enter the requested evidence in the areas provided.

**PLEASE NOTE : COMPLETION OF THIS WORKSHEET DOES NOT GUARANTEE SUCCESS AT THIS LEVEL. IT ONLY ACTS TO PROVIDE A FRAMEWORK FOR WHICH A JUDGEMENT CAN BE MADE.**

**3 Ensuring that the program is a well-structured, logical response to the task**

In the table below explain how you have addressed each of the refined characteristics of the assessment and where further evidence can be found.

**SHOWN IN V2 VERSION, AS WELL AS SOME NEW CHANGES:**

|  |  |
| --- | --- |
| Refinements | Where is it seen |
| 3.2 The program has features to help manage user input | Now has a very advanced and effective GUI for managing gamemode configs |
| 3.3 The program has user friendly output | Now has GUI to set up gamemodes |
| 3.4 The program includes error capture features | Now errors in initializing the connection and authorizing the bot with discord fail the program gracefully with an informative message in the logs |
| 3.5 The program report unexpected behaviour to the user | Gamemode configuring gives an error message for invalid values (i.e. in numerical values such as number\_of\_lives) |

**3.6 Comprehensively testing and debugging the program. (ensure that it captures and manages invalid user inputs).**

Invalid tests are the tests made to make sure your program continues to operate when invalid data is entered. i.e. when the program asks for a number and the user enters some text, you want the program to manage this and continue as expected.

To fully test your program for invalid inputs you need to consider all the possible invalid entries a user or input system could make and test each appropriately (there could be quite a few). If you have built good error capture facilities then everything should work as expected!

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test No. | Test (include test data if necessary) | Expected Result | Actual Result | Test Result |
| 1 | Negative or zero value for number\_of\_lives field in config file | Should not be allowed | Allowed, player starts with that many lives and dies immediately after first guess, even if it was correct guess | Fail |
| 2 | Path to directory in word\_list\_paths of gamemode config | Should log error in console and continue without crashing | <- | Pass |
| 3 | Start a game with create\_thread True INSIDE of a thread | Should not crash, just start game inside current thread | <- | Pass |
| 4 | Extra whitespace around guess | Should be stripped, ignored | <- | Pass |
| 5 | No internet, or invalid discord bot token | Log error and fail gracefully | <- | Pass |
| 6 | Bot reconnects (short internet outage?) | Continue running as normal | <- (seemingly, with no changes, perhaps last time tested was a fluke or smth) | Pass? |
| 7 | Config GUI | All available config options should have some kind of input in the gui (button to text input, select box, toggle button) | <- | Pass |
| 8 | Gamemode selector GUI | All gamemodes appear in gamemode selector WITH their description | <- | Pass |
| 9 | Input modal | If current value is same as default value when GUI is opened, placeholder text is shown instead of actual value text | <- | Pass |
| 10 | Changes in config GUI | should be saved to config files | <- | Pass |
| 11 | Creating new gamemode with invalid chars | User should be warned that name contained invalid chars and shown which chars were the cause of the problem | <- | Pass |
| 12 | Creating new gamemode with caps and spaces | Caps and spaces name should be used in display name, however internal name (shown in brackets) should use dashes and lowercase | <- | Pass |
| 13 | Just explaining wth is happening with the “aiohttp.client\_exceptions.ClientOSError: [WinError 64] The specified network name is no longer available” | Should not happen | Rarely happens (details at bottom of document) | Fail but sometimes works anyways so idk |
| 14 | Config commands | Only admins should be able to use the config commands | <- | Pass |
| 15 | Enum config options | All enum members should be displayed in select box with their value as description | <- | Pass |
| 16 | Boolean options | Should display as toggle button that is green when true and red when false | <- | Pass |
| 17 | Other options (text) | Should display as button whick opens a text editor modal | <- | Pass |
| 18 | Config message | Should have names and descriptions of all config options | <- | Pass |
| 19 | Config edit GUI | Should be ephemeral – only visible to the user that requested it | <- | Pass |

# Explaining the aiohttp.client\_exceptions.ClientOSError: [WinError 64] The specified network name is no longer available

Apparently this is a windows issue and not actually caused by a problem in my code. It occurs due to the socket closing??? According to one source, it could be a windows-only issue or something to do with anti-virus and firewall. Noone else really knows what is going on either and it (sometimes) continues to work fine afterwards, albeit sometimes not responding for a while before coming back online. Regardless, would be near impossible to catch the error as it happens in an low-level network call inside of an asyncio thread so there is really nop knowing where I should put a try/except to solve thie “issue”. Only seems to occur under high payloads and other users seem to have noticed that the problem may be resolved by simply moving to a linux server

# Your Code

Please copy the code from the third version of your program into the space below

No

[wntiv-main/Assessment (github.com)](https://github.com/wntiv-main/Assessment/)