Andrew Gartner

Feedback for Rebekah Wells:

You did a fantastic job on your game program. Based off from your python program, I do first really like the idea that you added a quit option by the user pressing N in case they changed their mind of playing the game of Craps; they can also quit in the middle of the game if they’re done playing. Another thing that I like is that when the user is done playing the game, you add content of thanking them for playing, their total amount, number of rounds they’ve played, and you keep the code if the user either wants to bet or press N to quit. Here’s an improvement to this, I would add a code that would completely close out your python program. When I pressed N, the same message kept on appearing and it wouldn’t close out the program, even at the end of the game. Maybe if you added the yes option, Python can tell itself what to do if there’s a yes or no option. But other than that improvement I suggested, everything else looks like how the game should function properly. Good job Rebekah!

Feedback for Ethan Flohr:

Good job on your programming work for the game of Craps! I do first like that there’s an option that users can quit at any time if they’re done playing. I’m a bit confused about your code following the game rules because there was a roll that landed on an 8 and I won my bet twice back-to-back. Plus, the rules state that I need to roll again on the first roll and based off from the second role regarding the sum of 8, then I would win my bet. So, you could maybe look through your code and make sure that your program follows the game rules strictly. As for any improvements, I don’t have any pointers to be improved other than maybe going back through your code and seeing the back-to-back issue, unless that’s a game rule. But other than that, you did an amazing job with your code!