Ella and Bella have used Python to create a unique game for children. Classes, functions and nested branching were used throughout the game and the code was well structured. Users were able to interact with the game by using the up and down arrow keys to avoid obstacles. The complexity of the solution included an increase in difficulty as the game progressed. This solution was a creative and unique take on the topic, with the game being a digital solution to educate young children about caring for our environment.

Well done, Bella and Ella.