**CTS-285-0001**

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**M3HW2**

**Sprint Retrospective:**

This sprint I finished Memory Bank with its ability to save problems and then let someone check their knowledge against it. I also got number guesser completed as well. Each feature in the game has a while loop letting the player choose to go again. At any point in the game the player can choose to exit. Choosing to exit will take the user to the menu, where if they choose to exit again it will use sys.exit(). The project board helped me keep track of what I was needing to add, or finish. I added the I kept going back to the dataman.pdf to see how the game works for the player. That’s where I go several features like, in number guesser if you guess wrong you get two numbers that your number is between.

This sprint I had bugs pop up while combining memory bank and number guesser to the main program. I ended up using the split.() that Tyler showed me to split the problems for calculation. One of the bugs that was funniest to me, I had an input and then none of the prints() showed up, just a blank input. It took me like 15 minutes to figure out that I had a ‘blank’ input prompt after the input prompt I needed.

I could add try and excepts on the data inputs. I could also add another feature. I could try to clean up the if commands concerning when the user enters ‘exit’. I do need to finish entering the psudocode.