

Credit Name: Computer Science 3

Assignment Name: BreakAPlate

REFLECTION ON CODE

How has your program changed from planning to coding to now? Please Explain?

BreakAPlate was similar to my Semester Average Skillbuilder with a different touch.

BreakAPlate is a game that lets the users play and "Break A Plate". If the user wins, they don't break the plates. If the user plays, all three plates break. Fun and enjoyable code to build in my opinion.