

Project Reflection

My project was built from the inside out. I first worked on the character selection and character battle functions. Initially, I had included the ability to make a custom character, but it would not work in a balanced manner very well. I then chose to just use preset characters, especially since I used a scanner, so there would be less clutter on the screen. The biggest trouble I had was solved in line 18 of my code. Whenever I originally ran my while loop, which runs the entire game, the scanner would skip over the first character input and only allow the second character to be chosen. To fix this problem I had to insert "*console.nextLine()*" so the scanner would read the first string input command rather than skip over it. Outside of this, my only problem was time management as I probably should have had this done at the beginning of the week, but I procrastinated and completed it in a couple of hours just before it was due.