Nasim Gaddy CPS 3320 PYTHON

Project Reflection

I chose this project idea because I thought it was so fun to create a virtual scrabble game just by creating a simple code. Creating a simulation helps you think outside the box as in a way to better understand the game. To create this code, you had to sit back and create a successful draft, which would consist of a lot of trial and error on which route you would like everything to correlate uniformly. This was a problem I wanted to solve because I thought this would be a good way to challenge myself to get more comfortable into coding, coding has always been a struggle to me, but python seems to be very easy to write code. The most challenging part was figuring out a way for the code to accept the first word and ensure the other words to correlate with the rest of the words each round. Another challenging part was figuring out an easy way to sign each letter a number but thanks to code samurai I finally got it. Easiest part of this project was generating the score for each round with a loop, I thought this was going to be very tricky! I honestly didn’t have to change anything about this project, I had this idea when the project was assigned to me, I was playing around with the code after assignment 3 was given which was the original version of this project. The main takeaway from this project was that if you are interested in figuring out any game just simply create a simulation and test it out until you get a frequent result. If I could do this project again, I would try to concise the coding into a simpler way. I think I can recode this more efficient to work better once I learn more about python.