

Project 4: Guessing Game

This project almost drove me crazy, possibly because I was using php improperly. I had almost all of my issues with sending the information from one guess to the next guess. More specifically, I had issues with the first instance of doing so. For instance, my game allows for 3 guess attempts, so I need to declare that as a default value, and then decrement the number of guesses remaining. The issue lies in the php file reloading each time I send the info of one guess. Since it reloads, the file ends up resetting the default values. This causes some issues, especially with the number the user guesses. If I were to set a default value for a guess (like -1) then I would keep resetting the guess, but if I base it solely on the POST request, then I get an error the first time I load the page since no request was sent yet. I struggled with this generic problem for hours, and it was miserable.

Eventually, I gave up and tried to send the default values and first guess from a separate php page. The issue was, I didn't know how to do that. I again struggled for a couple of hours before I solved that problem using some hidden form method. I initially tried to use sessions, but never got it to work.

Finally, I struggled with making it look nice. It's almost certainly just me, but I really suck at doing that. I spent several more hours slowly making it look nicer and fixing small bugs while testing. The site still doesn't look that nice, but I did the best I could. At least I've learned that web development is not a field of computer science I am interested in pursuing.