CW2 Kyle Spicer
Module G
Python Practical: Play Five Card Draw Write Up
Due Date: 27 July 2022

Project Summary:

This three practical was to create a simple game of five card draw using methods we've learned throughout our Python class. Given instructions and starter code, we were supposed to build a functional program that: had 2-5 players, had three rounds, and displayed a winner based on the highest remaining hand.

Challenges:

1. Design. This was our first larger project that required some planning prior to hard coding. I understood the assignment, but I ran into many obstacles trying to work with the starter code, code from lesson 9, and the way I thought about it. Once I relaxed and wrote out my plan, things seemed to run a bit smoother. I still need a lot of work with coding structure and efficiency moving forward.

2. Experience. I have only been programming for maybe a month, so structure and efficiency are tough for me to get right. In lesson 9, there was a while loop provided that needed some tailoring in order for it to work for this program. I tried my best, but I needed to break out and create follow on sections of code for the remaining rounds.

3. Working with functions and manipulating named tuples. I had no experience working with named tuples, but this project really helped me understand their purpose and how to manipulate the data. There were several other new concepts I worked on and am happy I did, such as the walrus operator and using a while loop with nested loops within it. The time constraint really made me worry about having the program functional rather than efficient.

Successes:

1. I would say my Git proficiency is growing. I am not perfect, but I am understanding it's purpose and how to properly utilize Git for documentation and project continuity.

2. Checking PEP8 compliance. I am able to code and make less PEP8 mistakes which saves me time reformatting at the end. Understanding PEP8 is important to me so I know how to code more efficiently in the future.

3. Output design. I believe I am able to make my output visually appealing which really helps me understand where I am supposed to be looking during testing and makes the output more pleasant for others to see.

Lessons Learned:

1. Time constraints really were a stress factor for me on this project. After reading the instructions, I didn't immediately have a solid plan and that really messed with my confidence. I need to learn to trust my abilities and start slow on the project. Completing small sections and testing. Rather that trying to finish the project as soon as possible.

2. Referencing starter code or code from previous lessons can help and hurt my thought and design process. I saw that lesson 9 had a somewhat functional way of completing something similar to what I needed, but used foreign concepts to me. Instead of trying to figure them out, I ran with it and really wasted time. I ended up learning what the code was doing and was able to use those concepts elsewhere to finish the project.