Project One reflection Michael Scott

For this project, I Started by declaring all the variables I thought I would need which ended up being the attributes for each character. I started to build the user input section and realized I needed a few more variables to hold number of rounds, current round, and the # of wins for each player. I believe the project snuck up on me a little bit, If I recall correctly, we didn’t really discuss the project in class, and it didn’t seem like a big deal. One weakness I recognize is Random number calculation, when trying to decide who goes first when there’s a tie, I had trouble understanding how the Math.random operation works.