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| SITUATION | HOW WE HANDLE ERRORS |
| Main menu: the user will be ask to make a decision to continue the game or to quit, by pressing the number 1 key or the number 2 key | Exception: If the user presses a random key, we will use a catch block to prompt the user to try again. |
| Challenge: the user will be asked to answer a question. | Exception: If the user press any key that’s not the correct they will get the question wrong. This method will be inside an if. |
| PLANET: the user will be asked what resources they want to buy and the quantity. And then ask if they would sell | Exception: if the user press any key that’s not correct, they will be prompted to try again, it will be a never ending loop until they get it right. |
| Challenge: the user will be asked to answer a question | Exception: If the user press any key that’s not the correct they will get the question wrong. This method will be inside an if. |
| PLANET: the user will be asked what resources they want to buy and the quantity. And then if they want to | Exception: if the user press any key that’s not correct, they will be prompted to try again, it will be a never ending loop until they get it right |
| Challenge: the user will be asked to answer a question | Exception: If the user press any key that’s not the correct they will get the question wrong. This method will be inside an if. |
| Planet: The user will asked what resources they want to buy and the quantity. And then if they want to | Exception: if the user press any key that’s not correct, they will be prompted to try again, it will be a never ending loop until they get it right |
| The user will be prompted that the either save earth or its been destroyed. | The user will be ask if the want to try again by pressing 1, or quit by pressing 2. If they press anything else the program will close |