

Credit Name: CSE2130

Assignment Name:break a plate

My first mistake was not checking if the images loaded correctly. If the paths were wrong, the game would crash. I fixed this by adding a check to see if the image was valid before using it.

Another error was the layout. The plates didn't resize well when I changed the window size. I switched to a different layout that handles resizing better.

I also forgot to disable the play button while the game was running. This meant players could click it multiple times and cause issues. I fixed this by disabling the button at the start of the game and enabling it again at the end.

When updating the result label, sometimes the prize image didn't change properly because of timing issues. I added a short delay to give players time to see the result before changing it.

Lastly, I used hardcoded file paths for images, which would break if I moved the code to another computer. I fixed this by using relative paths or asking the user to choose the images.