**Project Reflection Paper: Learning to program; programming to learn**

**Reflect upon the following questions that focus primarily on your preparation process for completing the project, as well as on your learning.** Some of them may be answered with a simple “yes” or “no”.

1. Did you underestimate or overestimate the amount of time needed to complete each step involved in the project?

*Overestimated and underestimated. I think I put almost 50 hours into this program in terms of work. But it was also not all spent actually coding, and it was also because I was bouncing ideas.*

1. Did you schedule time each day to work on the project?

*Yes*

1. Did you review and understand the rubric for the project?

*Yes*

1. Did you recheck the rubric before turning in your project? Did you make sure that your project met all the expectations?

*Yes*

1. What did you find the most challenging aspect of this project? Why?

*Time scheduling for this was a bit much, because I kept getting more and more ideas as I continued to work on this. I would have liked to attempt more of the A requirements if I had more time.*

1. If you got help from someone(s), who helped you? What was the nature of the help?

No help of any sort was asked for or received.

1. What did you find the easiest aspect of this project? Why?

*The logic and conditional statements/loops.*

1. What do you feel was the most beneficial thing you learned from working on this project? Why?

*Just about everything about this project I loved. I really really enjoyed making this project and I loved learning the number of ways I could use global variables especially.*

1. What changes could I make to the project that would improve it for future learners? Why?

I don’t think any changes are necessary, this was a very fun project and it taught a lot.

1. What did you do differently for this project that you talked about on a previous project reflection paper? *(Skip this question for Project 0.)*

*Understood how my code was moving more, where each function was going from where.*

**This reflection should be formatted well, contain appropriate use of the English language, and be submitted as part of the file set you submit for your project.**

*I absolutely loved doing this project, it was so much fun to do. While at certain points when debugging was a bit painful it was a bit rough, I overall loved this project, and felt happy when I made it. I only regret not being able to do more because I kept having more and more ideas as I kept working. I wanted to do so much more with the combat system I came up with especially.*