For CSC102 Assignment 3.1, I was tasked with intentionally introducing errors into my code. In the `game.js` file, on line 24, I modified the mathematical expression from `(dieRoll % 2 === 0)` to `(dieRoll % === 1)` to disrupt the even/odd calculation. Additionally, on line 30, I removed the `+` from `outputDiv.innerHTML += "that's an odd number!"` to prevent the display of both the number and the message. Subsequently, I was instructed to rectify these errors using a debugging method. Knowing the source of the issues, I employed breakpoints in the code to identify the problems.