**Assignment: Adventure Math Game in Java**

**Reflection**

Throughout the project I took many different approaches to solving the tasks, and I ran into many problems with Java as I know very little about how it actually works on a baseline. I was required to use W3Schools a lot, along with stackoverflow.com, and lots of reddit posts and general google surfing. At one point I had almost 20 tabs open to fix a, now, simple problem.

I was also able to work with my classmates, bouncing codes off each other when we ran into issues, via postings in our discord group and with in person discussions with my partner Shay. Although we both opted to try our own actual coding, which I feel furthers out knowledge, and my freedom to go a little overboard with the story part of the game, we could still share our codes for inspiration and talk about issues we were running into, it took me a long time just to get it running.

Through the use of the internet though and mostly W3Schools, I was able to further understand a lot of different tools present withing Java, proper uses of loops, the uses of ints, strings, and Booleans, I learnt about the stating of variables and more about methods and what the “public static void” actually was. The biggest problem and unfortunately one that I was unable to fix, was my while loop at the end. Although it will close when either the player or dragon’s health drops below 0, it still runs to the end of the while loop, rather than stopping the second the health drops to 0. If you can find out why I would love to know what I did wrong.

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