ITAS185 Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Assignment Self-Assessment**

*Assignment Number* \_\_\_\_\_\_\_\_

* What did you learn in completing this assignment?

I learned quite a lot about the string library, and how to use it to create encoding and decoding maps.

* How did you go about completing the assignment and solving problems you had along the way?

Whenever I got stuck on a problem that I couldn't figure out a solution to, I would turn to my friends and we would bounce ideas off each other to attempt to find a solution.

* What did you have difficulty with?

I really struggled with a bug that caused the game to be won if you simply pressed enter twice. It probably took the longest out of everything to figure out and was incredibly frustrating.

* What did you do well?

I believe I did quite a good job covering all grounds for validation checks, I was not able to find a way to break the final product by entering invalid values.

* How many hours did you spend in completing this assignment?

Around 20 in total

* What took you the most time?

Definitely the bug that caused the game to win if you pressed enter twice at the start of the game. It was very frustrating and required an entire rewrite of some functions to fix.