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Credit Name: CSE3010 - Computer Science 3

Assignment name: BreakAPlate

**The following questions can help you in thinking critically about your problem-solving processes:**

### **Understanding the Problem**

How did you approach understanding the challenge?

Were there any parts of the problem you found confusing at first? If so, how did you resolve that confusion?

### **Planning the Solution**

Did you create a plan or break the problem into smaller steps before coding?

I broke the plan into 2 big steps which was making the break a plate game and making the loop for the play again button which resets everything.

How did you decide on the tools, data structures, or algorithms to use?

I decided to heavily reference the roll skillbuilder because I thought that roll and breakaplate were very similar to each other.

### **Implementation**

Did you write the code in small pieces or attempt the entire solution at once?

I wrote the code in two parts. For the first part where you press the button and the plates appear I recycled the roll skillbuilder code as a reference for the changing plate pictures. For the play again button loop I used code from w3schools and implemented it into my own code.

How did you test your solution along the way to make sure it was working?

Every time I thought I finished writing a segment of code with no errors I would run it and if I encountered any errors I would try to fix it then run the program to check until it worked.

### **Overcoming Challenges**

What part of the problem was the most difficult for you?

Making the play again button work because I couldn't figure it out by myself and even with the help of youdis so we went to w3schools to figure it out.

How did you handle moments when you felt stuck or unsure of what to do next?

I usually went to ask youdis for help since we were always completing everything at the same pace or I recycled code that was online and used it.

### **Learning**

Was there anything you learned that you think will help you with future challenges?  
I learned how to make a play again loop for future challenges