

### 1. Problem Statement

Make a game with different possible scenarios. The user should be prompted to input a possible response, and then have the program respond accordingly to that response. It should prompt the user several times before the end of the game. This way the user has enough different choices to convey their choices have a big impact.

### 2. Planning

During our planning stage, we wrote a story that the game would take place in. Then we began planning how we would lay out our code. The code would start with multiple lines of the “print” function. These lines are the introduction to the story, and provide the user with a scenario to make a choice. Then we planned out “if” and “else” statements to allow for different scenarios to occur depending on user input. There would be several different possible endings that the user could reach.

### 3. Implementation

Implementing this code was very much a repetitive exercise having the group use many if statements using if and elif to describe the way the code would go. Using the same flow of story on both sides and taking advantage of how python looks at code

allowed the group to copy the code with a few edits and have the variables be the same on both blocks of the code. It allowed the group to be able to have long blocks of code that could have been cleaned had the group known of different processes.

#### 4. Reflection

Reflecting on this code an easy change that could have been made was looping responses from the one initial choice in the group's code. By using a carbon copy of the code on one side and the other with only small modifications in the print statements having a way to do it in an automatic way would have helped with cleaning code up in the code. Adding a little more descriptors would have helped with clarity of the code for us to go back through. Despite all this the use of the if statements solidified how to properly use them for everyone in the group.