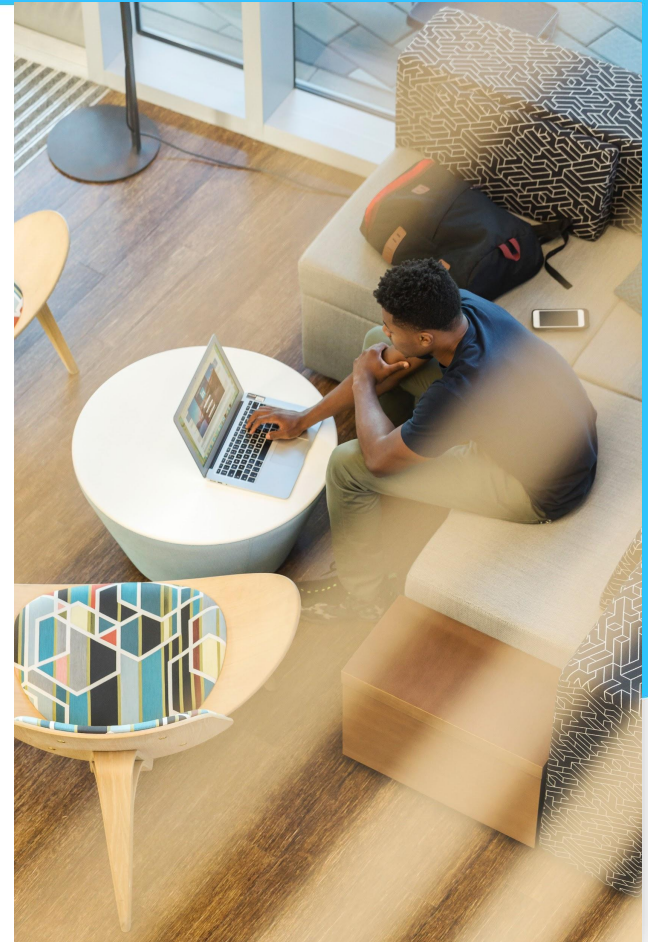# Project01

Rock, Paper and Scissors Game

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85_WB_FT_SAO_2022

About me

❖ Graduated in Financial management and Accounting

❖ I am currently Assembly Supervisor, Smulders Belgium Project, at the largest company that produce steel foundations for offshore windmills, substations and other large constructions.

❖ In career transition, becoming a Web Developer

❖ I Live in Antwerpen, Belgium

❖ I love discovering new places and cultures

Project

- **What is your project?** Web development of the game Rock, Paper and Scissors. The player will compete with the computer.Rock, paper and scissors, also called *jokenpô* in some regions of Brazil;

- **How does it work?** The player chooses one of the 3 options: Rock, Paper or Scissors, the computer's choice is random, we compare the result and identify the winner in this move. Points are accumulated and the winner is whoever gets the most points in 5 moves;

- **Why did you choose it?** I chose this game, because I usually play with my son, so I was interested in developing it to solidify the knowledge acquired so far.

Technical Challenge

❖ **Most important**
   T*ransferring the game idea that was in my head to writing in code to present a satisfying user experience. As well as the development of logic.*

❖ *I overcame the challenge by not being ashamed to ask for help and listening to the opinions of colleagues, seeking help from teachers in moments of impasse, thus contributing to the construction of knowledge.*

Big Mistake

When I started the project, I didn't perform the step-by-step tests, "Baby Step", which caused rework and frustration. Not having dedicated enough time to elaborate the mental plan of the necessary features and treatments, I believe that the lack of experience caused these errors.

DEMO

Rock, Paper and Scissors

THANK YOU!!!

Project01 - Rock, Paper and Scissors / Pedra, Papel e Tesoura (Jokenpô)

Fabio Gomes - 85_WB_FT_SAO_2022