**Project 1 (driving game) retrospective**

**Stay the same (=)**

**Do more of (>)**

Looking for similar projects with the Chome developer tools and seeing how they’ve gone about achieving aspects of what you’re trying to do.

**Do less of (<)**

**Start doing (+)**

Create multiple versions of code from the very beginning , before it gets too big, so that, if you run into a problem, you can try each version, without having to start from scratch.

Be aware of all components of project before beginning to write it.

Write comments for each block of code explaining what it’s doing and how it works.

Consider whether there are a number of ways of achieving a given component of the project and whether one way of doing something might be less likely to create problems for achieving another component of the project later on.

**Stop doing (-)**

Copying code from other projects without first thoroughly understanding how that code works.