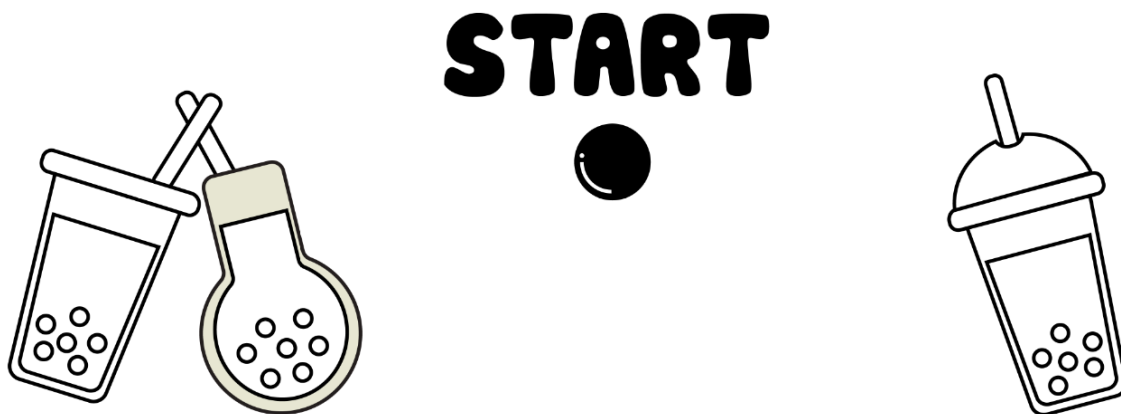**Exercise 07: Reflection**
CART 253: Creative Computation I
Kathy Nguyen (40096031)

For this exercise, I added a title screen (not colored yet). I also made a button in form of a bubble so the user can start the game. Since, the proposal I added the title and simulation state. I also tried to organize my code in different files so there is a state and the different components of the bubble tea.

As for the gameplay, I added the option of adding toppings since there was already the cups set up. So now, the player can choose their cups and toppings. My future work, I am thinking for adding the variable: choice. That way, I can save what choices the player makes. So, I can display the toppings accordingly since the cups are in different shapes. I am also going finish adding the options like the flavors and the straws. I am also going to be adding the actual images for the bubble tea components. The challenge which I am most worried about is the mini game at the end. Because I am still not sure how to make the bubble tea disappear.
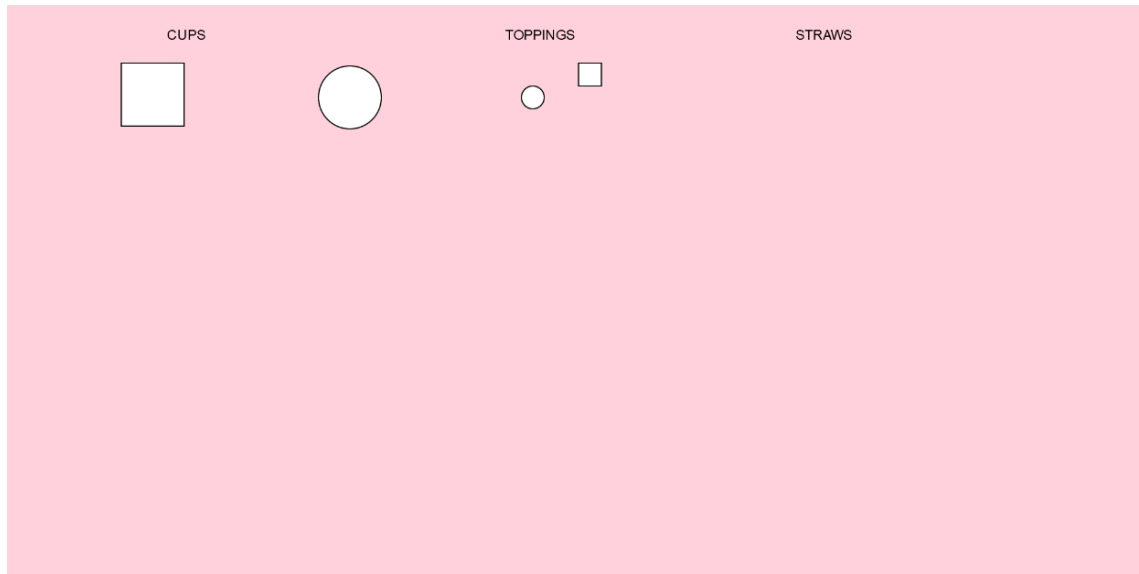
Instead of displaying all the options like the image above, I am going to make the user click what options they want first (cups, flavors, toppings, or straws).