Tobenna Obi

Reflections: June 6th, 2017

* After seeing how other people created this program, what would you change about your own?

I would make mine more complex and simulative by adding more user inputs, and more pretty shapes.

* What surprised you about someone else’s program? At first, I thought it would be really simple but I was surprised when it turned out the codes were very complex and long to make.

Reflections: June 7th, 2017

* Would you change anything about our classroom? What would it be? What changes would you make?

I wouldn’t change a thing because I am comfortable with the class, and there’s nothing significant that inconveniences me. Therefore, I don’t see any need to make changes.

* Name someone in the class you learned from? What did you learn?

I learned from Kemi today. She showed me how to move the paddle without flipping the directions it’s facing because it moves everything it does that. Instead, I changed the y – coordinates, making it easier.

Reflections: June 8th, 2017

* What are you most proud of your game? If you had more time, what would you change or improve?

I was most proud of the fact that the shark could jump repeatedly and then fall down, If I had more time, I would improve it be making the shark able to eat the octopus.

* Define variable, function, loop, and conditional.

A variable is something that you can put a value to and input into a function. A function is a set of commands that are condensed, so that the codes won’t have to be repeated again. A loop is a repeat of something. A conditional is a code that will only happen if a certain occasion or status is met.