***Short Reflection***

**As a new coder, I faced a lot of challenges during this project. From the Unity interface, to finding the right composition, it was all new to me. This assignment is the first real game I coded, and the biggest challenge to me, is to knowing the unknown; I often do not know which method/function to look for. What makes this assignment even harder, is the frustration from knowing there are functions in the system and not know what it is. Google has been my best friend for a long time, but it would not know the answer without the right question.**

**One of the key moments in this assignment would be the randomize function did not work. Looking back at my hastily coded script, I have no idea how far I need to trace back. I was ready to submit the game without completing it. If this is the real world, I would probably be fired at this point. Fredd showed me the design logic is viable, and the problem lies within the order of execution.**

**Another challenge I came across, is wagering time and effort. I can manually place all the objects and write 20 short scripts, or I can spend time to compose 3-4 complex scripts and have a clean workspace. Either ways would require similar amount of time, but different on workload. Do I work for the machine or make the machine work for me? Controversially, this question does not concern the rubrics. I spent extensive amount of time and effort to study and design the scripts to avoid hard-coding variables, the result is not as promising with well-used methods.**

**I did not implement the function to change array elements (number/image and color set) on demand, simply because this course did not cover modifying arrays. It would be an extra 2 lines of code if I used arrayList in the beginning.**