**Code**

1. What part of the project went well, technically? Give at least one link to your repo as an example.

* Separated code into global variables, helper functions and initialisation code.
* Grouping functions with similar purpose.
* Created a separate file for test cases.
* Naming of variables and functions.

1. What part the project was a struggle, technically? Give at least one link to your repo as an example.

* Knowing how to use the event variable was unfamiliar so it took some time to think of how to code out the event listener logic. (lines 495 to 498)
* Responsive design. Tried to use flexbox but many things did not work as expected and ran into design mental blocks which took up a lot of time and energy. Eg. I could when I set the width and centralise the element after using flexbox classes with it. Update: I can now after trying again.

**Process**

1. What in the approach and process during this project went well?

* Time management (2days for game logic, ½ day to test bugs and rest of the days to do the most unfamiliar part - CSS)
* Working on the basic/easier game logic first then moving on to the more difficult handScore function.

1. What in the approach and process during this project did not go well?

* Was not expecting CSS to take so long and run into mental blocks.

**Looking Ahead**

1. What technical adjustments would you make for the next project? Why?

* Better grouping of global variables. (give example)
* Better formatting of functions.
* Create helper functions for callback functions to make testing of these functions easier.
* Capitalise first letter of comments.
* Use technical documentation formatting as provided in <https://jsdoc.app/about-getting-started.html>
* Creating the static UI elements in the HTML itself.

1. What would you change in your process and approach in the next project? Why?

* Plan the layouts of my webpage first (mobile, tablet and laptop) and adjust it according to my capabilities and figure out what kind of HTML elements and CSS I need to make the layout responsive. Work on creating the static HTML elements. Work on game logic next.