3.1.9   Reflection

Sometimes the hardest part of learning something new like JavaScript is getting started. It's easy to fall into the trap of spending a lot of time planning every single aspect, which can lead to the program never getting off the ground.

We took a different approach. After some forethought, we quickly built a functional program and then introduced new tools and concepts as we added features. Along the way, we discovered new problems to solve, leading to more skills being learned.

Let's review what we've covered so far:

- We learned about the role JavaScript plays in web development.

- We used built-in browser functions to interact with the user through dialog windows.

- We created our own JavaScript functions to execute actions.

- We learned how to store and manipulate data, along with some of the data types we can store using JavaScript variables.

- We used the Chrome DevTools Console to track data and monitor whether our code was working.

- We created JavaScript control flow statements to run blocks of code based on the current state of our data.

The tools we've learned so far all play critical roles in everyday JavaScript development. Next up, we'll take the one round of battle in the `fight` function and instruct our program to run it until one robot loses. If our robot wins, it will face a new enemy robot. This will get us closer to our MVP and having a game that we can submit to the Con Solo judges.