**Approach and Process**

1. **What in my process and approach to this project would I do differently next time?**
   1. Not using Git checkout and Version Control
   2. Do more commits
2. **What in my process and approach to this project went well that I would repeat next time?**

1. Keeping my mental workspace neat.

2. Listing out the steps I need to do

3. Plotting out what I am supposed to do with a piece of paper.

**Code and Code Design**

**What in my code and program design in the project would I do differently next time?**

use let and const from now on

CONSTANTS in CAPS

1. Make an effort to think of the most appropriate name for the variable, eg. JSBoard will be a more appropriate term than resultsBoard to refer to the array of arrays which represents the board in JS.

2. Modularisation: - abstracting out repetitive pieces of code into a function. At the end of the game, For example, line747 of my js code, it is abstracted out.

TAKING OUT CARD VARIABLES INTO ANOTHER JS FILE, TO AVIOD ACCIDENTALLY DELETING THE DATA ACCIDENTALLY

3. Listing functions in order: as we read the code down the page, we shouldn't see a function which definition we havent seen yet. Example:

function showGameOverScreen(){

changeState();

}

changeState() should be defined before the showGameOverScreen() function.

4. Particularly for CSS: thoroughly understanding a code before using it. (Show code here) – ADEQUATE UNDERSTANDING IS FINE

5. Abstracting out the variables before so that it can be frequently tested.

6. Thinking through your code and removing unnececessary code:

For example:

Game losing condition, you do not have to loop through (Show code here)

TIMER FUNCTION, CAN SET A GLOBAL VARIABLE,

TIMER FOR EACH STAGE COULD BE SET PROPORTIONALLY.

LESS WORK WHEN AMENDING TIMER

7. Learning and writing more efficient code - with less runtime.Instead of looping through the code.

**What in my code and program design in the project went well? Is there anything I would do the same next time?**

1. Listing variables on top and functions below.

2. Commenting on what each variable does.

**For each, please include code examples.**

1. **Code snippet up to 20 lines.**
2. **Code design documents or architecture drawings / diagrams.**

**INCLUDE DRAWINGS**

**MOCKFLOW**

**DRAW.IO**

**WDI Unit 1 Post Mortem**

1. ***What habits did I use during this unit that helped me?***

Note taking, pushing myself with the furthers.

1. ***What habits did I have during this unit that I can improve on?***

Being more organised with the notes I have taken, and the exercises I have done.

1. ***How is the overall level of the course during this unit? (instruction, course materials, etc.)***

Okay.