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Reflection

This assignment was focused on creating a simple, text-based adventure game using Python. The main objective was to learn and practice basic programming concepts like using conditionals (if-else statements), writing functions, and handling user input. Another key goal was to make the game engaging by allowing the player to make choices, follow different paths, and face challenges along the way.

To complete the game, I followed a clear procedure. I first wrote separate functions for each part of the game, like welcoming the player, asking for their name, and presenting different paths (easy, medium, or hard). Each path led to unique events like crossing a river, encountering a monster, or finding treasure. I used conditional statements to handle the player's choices and random outcomes for events like fighting a monster, which added excitement and unpredictability to the game.

The main concepts explored were decision-making with conditionals, This was important for making the game interactive and allowing players to experience different scenarios. The results were mostly as expected, though I had to adjust some parts of the game to handle unusual player inputs. I tested the game with different choices and found it important to handle both normal and extreme cases.

One of the challenges I faced was ensuring that all player inputs were valid and making sure the game responded logically. Following the first three rules of programming helped me focus on solving problems step by step. I overcame these challenges by improving input handling and refining the game logic. Overall, I think I achieved the learning goals of this assignment. Working on my own helped me develop my problem-solving skills, though it sometimes made the process slower since I didn’t have others to discuss ideas with.