|  |  |
| --- | --- |
| Full Name | Jose Carrillo |
| Student ID | 1867377 |

Reflection:

In this project, my goal was to apply the coding concepts I learned in class and through online resources to create a more complex game independently. The task was significantly more challenging than our previous assignments, pushing me to use my knowledge of loops, conditionals, and user inputs to build an interactive game.

To solve the problem, I started by sketching a flowchart to map out the game’s logic and decision paths. This helped me understand the structure, identify user choices, and plan the outcomes. I focused on using while loops to handle user input, if, elif, and else statements for game flow, and used "and" conditions to limit user choices. Comments helped keep the code organized and made debugging easier.

The final game exceeded my initial expectations. What started as a simple concept turned into a fully interactive game that worked smoothly. Testing was manageable since the game had a limited set of choices, so I tried each one to make sure the outcomes made sense. It was a great feeling to see it come together, turning initial frustrations into satisfaction.

I faced challenges, especially when the game didn’t end properly when the bear caught the player. To fix this, I researched and found that using the "return" function could stop the game when needed. Defining the game as a function with "def" was another key step, making it a cohesive experience that asked for user input.

Throughout the process, I focused on the basics: using comments to stay organized, keeping the code simple, and properly indenting my work. These steps made it easier to troubleshoot issues and adjust the game. Finding solutions to the challenges taught me a lot and made the process rewarding.

One major takeaway is that while creating interactive programs is tough, the sense of achievement when it works is worth it. It also showed me that once you get comfortable with coding, you can start expanding and adding new features more easily. I definitely learned more than I expected and appreciated working on my own, though I realize that collaborating with others can bring valuable new ideas and perspectives.