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Reflection

This PA was very challenging to me because I wanted to make this a fully functional game to show my roommates. Writing the code and seeing it work was enjoyable, but my least favorite part was error-checking. I have two endings to the game and even that felt like a large task to error-check. I utilized a lot of while loops for my code. I added exits in a few places because I thought it made the game replayable. Rather than giving the user the same question, they can start from the beginning and try new routes in the game.

The coding took me a long time because of the error-checking and my lack of knowledge of if-else statements. I believe it made me more comfortable using if-else statements because almost all my code uses them. Working by myself was easy, but pair programming is usually a better experience.