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Reflection

The objective for this assignment was to design an adventure game that asks users questions, collects their inputs, makes decisions based on their inputs, and output different outcomes. I began by developing my story, making my decisions, generating an algorithm, and then developing a code. The techniques I used to solve the problems, I had was nesting and boolean operation use. The key concepts explored was user input and output, if else statements, boolean operations, and which looping. My results didn’t initially match what I expected because I didn’t expect to error check for every user input initially, but after I began working on the code, I figured it out. I used various test cases and made sure to include a test case for every one of my decisions. It was confusing initially completing it on Excel, so I had to look up video resources to understand how to do certain things. Some challenges I encountered was developing the boolean operators to include all values, so my story doesn’t produce an error value. I followed the first three rules of programming by taking the time to plan my story and decision elements out before beginning the code. Nextly, I ensured my program was a human readable essay by including proper comments and spacing. Lastly, I continued to improve on the code. I liked working with myself and by the end of it I felt very satisfied. Finally, I believe I had a very successful and productive project assignment.