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Reflection

I was supposed to create a choose-your-own adventure style game contain multiple if statement, one of which had 3 possible outcomes, booleen statements, and OR & And statements. The steps I followed were to initially write out my plan on paper then move it my initial design where I made some adjustments. Then I wrote out my code and made more changes to my code then implement it to make my finals design. Key concepts explored were if statements and booleen statements. I never used if statements before so using so many in this PA was new for me. A challenged I faced was implementing f functions in my code to call on a function in the text. After a few adjustments my code worked the way I wanted it too, I made sure to test all scenarios so I know it would work. A way I followed the 3 rules was by keeping it simple and persevering through errors and not giving up. I overcame error by reading the errors and changing one thing at a time and testing instead of trying to fix multiple issues at once then testing. I do believe I learned what I was supposed to during this PA because I gained confidence and knowledge in ‘If’ statements and created a successful story mode game. Working by myself was enjoyable as I got to show my creativity in this project but getting to collaborate with others usually leads to more impressive code because we can combine knowledge and ideas.