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| Full Name | Paige Ronan |
| Student ID | 1911097 |

Reflection

This assignment was to make an adventure game and be creative in making a program based on user decision. It was hard think of what to do at first, but then I just started writing down thoughts I had on where the adventure could go and was able to write the algorithm in a reasonable amount of time. Then when starting to code I realized there were some parts of the story that didn’t make sense and needed to be fixed. For example, in one part I ask if the user can swim, but even if they said no I then I asked if they wanted to swim. So, I changed it to if the user can’t swim, they are not asked if they want to. The rest of the coding went smoothly it just took a while to check each branch and make sure it has the correct output. I had some difficulties writing the test cases on the excel sheet because I have never done that from scratch. I prefer working with a partner for labs but working by myself was good and meant that I didn’t have to coordinate a time to work on it outside of class, I could just work on it whenever I had the time.