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Reflection

I was supposed to create a text adventure game! In this game, the user gives input that affects the path of the story. it must create a game that meets the requirements in the specification below. Had to do with input and output, opportunity with decision making and a chance to be creative. The steps I followed were that one I needed to create a story. Then based off the story I needed to create a algorithm. Then based on the algorithm I need to create test cases. In my test cases I could not get the actual code to work so I just put if and made another line. The results did match because I was able to complete the code with no issues. One of my main goals was to make it as simple as possible. I did use test cases. The challenges I encountered was that I went back to zybooks and had to re learn the. lower command which makes all the letters into lower case. Other than that it was pretty simple. Key takeaways is that I need to start learning to not procrastinate and that I need to get my work done earlier. Working by myself was for sure harder. I couldn’t go to a partner if I needed help. As well I had to use YouTube for some stuff. Otherwise, a challenging yet exciting project.