

Project Name: Simple Games repo

Project Type: side solo project

Project Goals:

Create simple number and word games in python

Note: these were completed within before classes started or within the 1st couple of weeks of classes using vanilla python before I learned more robust methods and techniques

Stage	Tools	Brief Description of Process	Challenge Resolution
Plan / Acquire	<ul style="list-style-type: none">• Python IDLE	<ul style="list-style-type: none">• Using code found in app Programming Hero produce a 2 digit and 4 digit version of the Cows and Bulls game that logically works correctly (meaning the way I think it should)• Add a simple hangman game to this repo	<ul style="list-style-type: none">• As my 1st real experience writing a program getting python installed and the IDLE environment working was initially challenging
Create / Deliver	<ul style="list-style-type: none">• Python IDLE• Markdown	<ul style="list-style-type: none">• Used YouTube videos to find multiple ways to make loops to iterate through numbers• Through multiple iterations improved project adding additional functions for instructions and play again• Used YouTube videos for ideas of how to structure code and import random word list• Added repo to github with readme file to provide game description and what creating it taught me	<ul style="list-style-type: none">• Biggest challenge was generating the random number needed as global variable without exceeding max recursions• 2nd challenge was figuring out how to call functions within other functions and correctly return the resulting information• Did not fix import of random word list yet