

Name _____ Date ____/____/____

Project

A list of the changes I need to make to the original game for **Challenge 1** to work:

I can (*circle the skills you have demonstrated or write in any other skills*)

Generate a random number

to make a choice for the computer's pick:
rock, paper or scissors.

Use validation

to check whether the user entered a valid
word: 'rock', 'paper' or 'scissors'.

Use if-else

to correctly determine the winner for each
game.

Display winner

at the end of each game, as well as telling the
user what the computer picked.

Declare and assign new variables

to keep track of how many times the player
and computer have won the game.

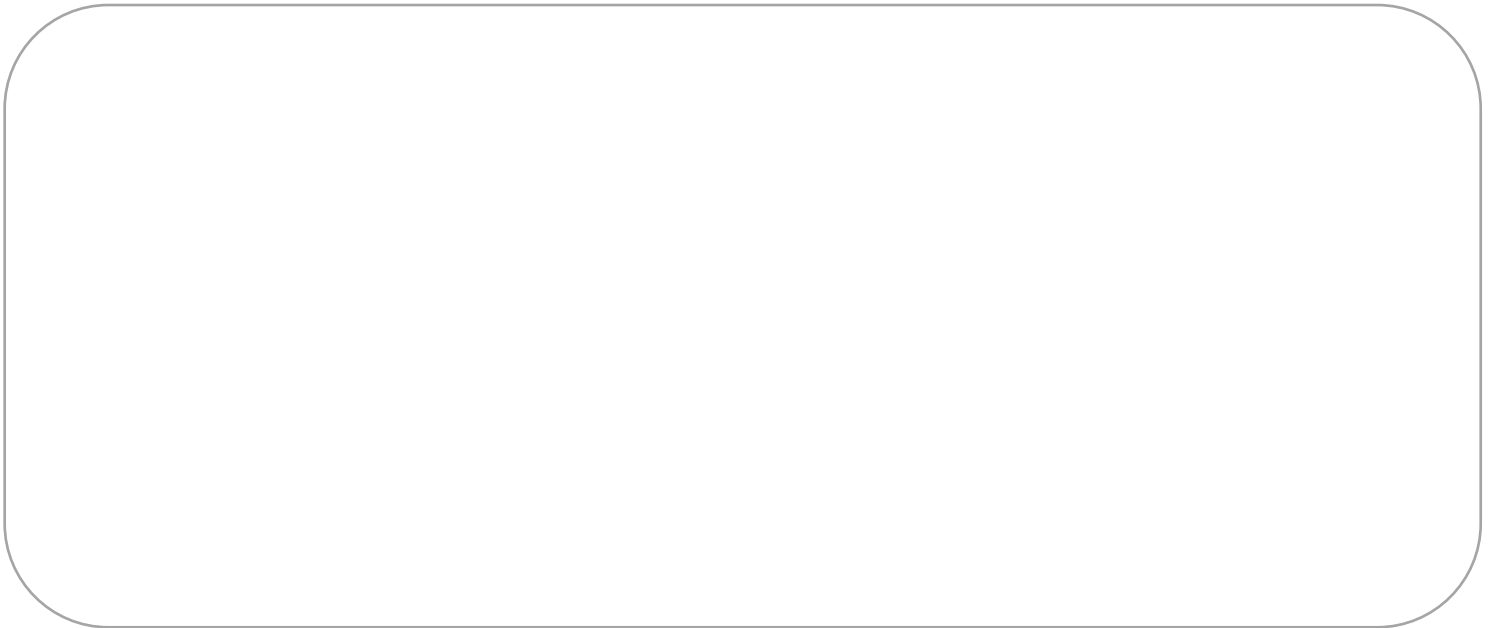
Display final winner

at the end of three games.

Test my code

to make sure the "best of three" code works
correctly in every situation.

A screen capture of my code and what displays onscreen when it is run:



Read the following rubric.

Circle the description that best describes your programming on this project.

1 point	2 points	3 points	4 points
<p>I created the program but needed a lot of guidance and help from others.</p> <p>I have learned up to 2 new programming skills and identified these skills using the 'I can' statements.</p>	<p>I created the program with a little help from others.</p> <p>I have learned up to 3 new programming skills and identified these skills using the 'I can' statements.</p>	<p>I created my own program following suggested steps. When I got stuck I sought help.</p> <p>I have described clearly the challenges I had and how I overcame them.</p> <p>I have learned up to 5 new programming skills and identified these skills using the 'I can' statements.</p>	<p>I created my own program. When I got stuck I sought help. I also helped others when they got stuck.</p> <p>I have described clearly any challenges I had and how I overcame them.</p> <p>I have learned or used more than 6 programming skills and identified these skills using the 'I can' statements.</p>

What three things have I learned about **how computers make complex decisions**?