Self-Assessment: Visual to text coding – Lesson 4

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

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