1. There are multiple methods for developing software and many are similar to Design Thinking. How would you map the steps in Design Thinking onto the following phrases commonly used when developing a software program?
   1. investigating
   2. designing
   3. prototyping
   4. testing
2. For each of the enhancements that you implemented:
   1. Describe the function of the enhancement.
   2. Give a brief description of the enhancement.
   3. Provide **screenshots** of important blocks and describe how you used them to solve certain programming problems.
3. Describe in general what the reset procedure does.
4. Describe how the reset procedure contributes to the overall functionality of the program.

**Portfolio Reflection Questions**

**Make a copy** of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[4.3 LightsOff Projects Curriculum Page](https://runestone.academy/runestone/books/published/mobilecsp/Unit4-Animation-Simulation-Modeling/LightsOff-Projects.html)

Answer the following questions:

1. There are multiple methods for developing software and many are similar to Design Thinking. How would you map the steps in Design Thinking onto the following phrases commonly used when developing a software program?

1. investigating
2. designing
3. prototyping
4. testing

**Answer**

|  |
| --- |

2. For each of the enhancements that you implemented:

1. Describe the function of the enhancement.
2. Give a brief description of the enhancement.
3. Provide **screenshots** of important blocks and describe how you used them to solve certain programming problems.

**Answer**

|  |
| --- |

3. Describe in general what the reset procedure does.

**Answer**

|  |
| --- |

4. Describe how the reset procedure contributes to the overall functionality of the program.

**Answer**

|  |
| --- |