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<assignmentname>Final Reflection</assignmentname>

I had fun creating the final project. For starters, I was introduced to a new program called Unreal Engine. This game engine helped me understand what it takes to be a game designer, as this is one of my future career interest. My expectations were met in this project. This final project may not represent the "professional" games, but I gained a lot of experience in creating an actual, 3D game. Using Unreal Engine was pretty difficult at first, but in a team of 3, we were able to go through the tutorials and helped each other out in times of need. I was in charge of managing the AI programming as well as work on the shooting programming as well. My other partners, Carson and Fernando, were in charge of character blueprint and map design respectively. Even though we managed different parts of the project, at the end of the day we got the project done with a working prototype. Then, we started to add player shoot trace functions for our final project because we want the human player to see where the AI shot in order to dodge and survive for as long as possible.

Group work may have been one of the toughest challenges I faced when I was doing this project because while character models and designing levels are two different ideas in the game spectra, my interests did not align properly at first. Luckily, my team and I were able to settle down with the ideas through experimenting with different types of modeling. We looked at the tutorials and determined who understood what part of the project. Based on this, we split up the work evenly, aligning our skills. Then, we posted our jobs and duties on our scrum chart. We kept track of how long each part of the game was going to take. Luckily, the scrum chart told us how much we needed to get done. With a deadline of 3 short weeks, there was a lot to finish. With SAT's coming up, it was tough spending time towards the final project, but we made it until the end. The scrum charts helped create a "schedule" for us as well as told me to manage my time wisely. I was always bad with managing time but creating a schedule and being organized helped me stay on the right path and get the job done.

As a computer scientist, it is my job to create programs and debug them. I have been doing this for quite a while now. I started coding back in 8th Grade and still continue to code. This course is like a learning curve for me as I got to learn a new programming language, C, and went back to previous programming languages I was already familiar with: JavaScript and HTML. As a whole, I was able to explore different mindsets towards crafting and debugging programs. In fact, I would modify .apk files to correctly "mod" offline games (because I get bored trying to farm the right way).

I hope to continue my interests into working towards computer science. As a person who knows a lot about computers and understands the language of the computers, it is within my best interest to pursue a career in computer science. However, since I like to play video games for tremendous hours, I want to get into the sector of game designing. The final project introduced Unreal Engine to me. In fact, I plan to work on my own game over the summer. With summer programs coming up, I hope to rotate between focusing on the program and creating a game on my own time.

These 2 semesters were a huge learning step for me. I was able to explore the branch of computer science further and hope to pursue a career in this sector. There were a lot of

struggles like debugging code and even creating the code itself. I really enjoyed computer science this year. I hope to exceed my own expectations for AP Computer Science next year.