Hey there my name is Alexander Schaper (Alex is fine), and I've created this website to tell you a little about myself and what I hope to achieve in my studies here!

I am 22 years old and recently moved to Heathmont east of Melbourne for work reasons. I work at a go karting center part-time and love it there! I am now studying at RMIT doing some of the Bachelor of IT classes. Fun fact, I used to box when I was younger!

The reason I study IT is because I have always had a passion in technology, from all the crazy things it can do like create these wonderful pieces of art, give people a platform to talk about issues to a wide audience to even helping people regain control in their bodies! Most of my IT experiences come from games, and I have a bit of experience doing some HTML and CSS, only light though.

I chose to study at RMIT because it just seemed the most accessible and recommended to me. A few friends I have study on campus and love it which made me want to do it. Though due to work commitments and travel I chose to study online instead through Open Universities Australia, and am enjoying it so far!

I expect to learn a multitude of things from my studies such as learning about the effects of technology on society and the people, programming and even how to land a job in the industry. Programming is what I'm looking forward to the most as I love to see lines of text come together and create interactable programs that entertain people.

Below are some links to what I would like my ideal job to be, some personality tests, and even a project I've whipped up! Thank you for reading and enjoy your stay.

https://www.seek.com.au/job/41118701?type=promoted#searchRequestToken=44af8ef4-8e0b-428b-8162-9beec089d77a

https://www.google.com/url?sa=i&url=https%3A%2F%2Ficons8.com%2Ficons%2Fset%2Fhome&psig=AOvVaw3VpYaP3vOb_FFvwDCovVtJ&ust=1584430373165000&source=images&cd=vfe&ved=0CAIQjRxqFwoTCPDlzp-9nugCFQAAAAAdAAAAABAD

https://www.roller.software/

When it comes to a 'dream job' or an end goal mine would have to be a Software Engineer. Software Engineers develop and build computer systems and applications softwares like the ones we use everyday. An example of one of these applications would be Microsoft, the operating system mostly used across the world.

Here I have a link to a SEEK job advertisement for a Software Engineer position. As well as some pictures in case the advertisement is down.

The position for this business is to design and build scalable software that can evolve to meet the increasing demands of a global client base, as well as troubleshoot and debug issues when they arise. After looking into the business (ROLLER) it appears to be for software related to attraction and entertainment venues like AdventurePark. The position is appealing as they deal with a large variety of hardware/software such as self-serve kiosks, RFIDs, gift cards, etc. As well as their large repertoire of businesses they have signed with making them a reliable company.

In terms of the skills and qualifications needed, one needs to have knowledge in multiple programming languages like C# .Net / .Net Core / Web API and more as well as a relevant bachelor's degree and 3+ years in the relevant work field, such as IT or Computer Science. I currently have none of these skills.

In order to get these skills I will study hard to finish a bachelor's of IT, where that may be enough to get an entry level programming job so that I could gain the experience to work with this particular business.

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http://www.educationplanner.org/students/self-assessments/learning-styles-quiz.shtml
https://www.16personalities.com/

https://www.truity.com/test/big-five-personality-test

From the tests I have doneI can reflect that I am more of an introverted person with a lot of creativity. As well as being a mostly visual learner. Being an introverted does make sense as in most scenarios involving new people I am very shy and self-kept, however when I'm friends with someone my personality does a full 180 turn and I become very extroverted and talkative. Being a visual learner means that I apparently learn through reading and seeing pictures. It says I can be distracted by sounds which is definitely true, as I try to focus on sounds around me as I hear them taking away from my current focus.

These qualities mean that during a team based project, if the people I am working with are new and I'm unfamiliar with them I would start off quite poorly as I wouldn't be able to vocalise my opinions without worry of negative opinion from my work mates. However once I get to know my work mates and fit in with them I would become a very chatty and extroverted person, being able to put my input in without worry. If though after I had put forward a 'bad' idea that if it responded poorly with aggression (such as being rude) by my teammates, I would recess back, not wanting to put forward ideas again.

When forming a team (uni wise) I should take into consideration that everyone is mostly in the same boat; little experience doing these sorts of things and that we will all need to come

together to adequately finish the project. I would have to push past the initial stage of being shy so that I can contribute more to my team.

I have thought of a game idea in which it would help people learn to do basic coding so that they can be comfortable with the idea.

"Saving Code!" Is a game in which you are taught methods of coding or lines of code and then after reviewing the information (given by npcs) you will be put forth against a boss battle and complete tasks relating to the stuff you have learned. The title is a play on words of saving grace, as the story is that you are a human chosen by a deity named 01100111 01101111 01100100 (or 01 for short) to defeat the forces of evil that would soon plague Earth. The "evil" would be devils that would hope to conquer Earth but are weak to proper code lines.

The reason I've decided to create a game is that games require a decent amount of code which would be great practice in order to get to experience for future programming positions. The traditional method of learning can be quite boring for some and for certain types of learners it simply just doesn't work. Turning learning into a game format would make the content more entertaining as well as have a fun difficulty to the information they are studying. Games are also a favourite hobby of mine, I spend most of my free time playing them. Turning my passion into a form of education for others seems like the surefire way for me to create a successful and useful product.

The game is quite simple.At the beginning of a new game you pick a programming language, such as Python, Java, C++ etc. The game will then adjust the levels to work with the language you've selected.   At the beginning of each act (the number of acts yet undecided) you would learn things about code or coding in general such as practices from an npc, and would complete a short exercise to appease the character and pass the level.

After a small series of these exercises a 'big bad guy' appears and challenges you to a duel. Prompts asking questions relevant to the content you have just learned will pop up with a timer so that the player cannot quickly google a question or spend too long remembering it (the game is meant to be quick and exciting). Answering these questions correctly will take a 'heart' (health) from the enemy, and failing to answer the question on time or incorrectly will take a heart from the player. First one to 0 hearts loses.

This repeats with the acts getting harder, to add a difficulty curve and eventually you beat the final boss and save Earth! A grading score will be displayed at the end of each chapter and the game (From SSS-F) based on how quick you answered the questions, how much life you have left etc.

The game will also feature an 'endless' mode in which you face bosses without learning (because it's done in the main game) and see how many bosses you can beat before being defeated.

The option of a player vs player (pvp) model is also available as two players see who can answer the question quicker, until one's hearts fall to 0. As well as a leaderboard for most wins.

In terms of the software needed to create this game, a general game making software would be sufficient for the code and back bone of the game. Programs like Unity, GDevelop and many more can work. Programming language such as C#, C++ or even Java would do to code. As for the art style and assets, do to it being a 2d game Photoshop or Clip Studio Paint will do. For the hardware any computer with a general processor and graphics card (integrated or not) would be able to run the low end game, as it wouldn't be as flashy as anything like the Witcher 3.

To do this I would have to of course know how to code a game, in any of the languages mentioned above. Unfortunately I have little to none of these skills in me. That's why to make this project I would need to study extensively on many coding languages (as the game teaches multiple languages) in order to deliver accurate information. Online study such as the one I'm doing right now would suffice for maybe one or two languages but after that I would need to go out of my way to learn more. It would be hard to do the project solo, so I could gather some other programmers who are interested to help me on flushing out the different languages. They could tell me how Python works if I don't know for example. Learning these types of things will be hard, but so would anything to do with programming!

If this project were to be successful it would hopefully help a lot of people warm up to the idea of becoming programmers or taking a general interest in the technology world. It would also help current programmers refresh their memory or do exercises in order to help them memorise things through a fun interactive method rather than, say, boring cue cards. In no way do I think this project is 'revolutionary' however I do think it can help a lot of people, myself included learn basic code and open up a path to an interesting area of civilisation.

Below I have included some concept art, note that I am not an artist:

Boss battle

NPC interaction.