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#### REFLECTION:

Stepping back to my first class with p5.js I can say I've come a long way in such short time. From not knowing how to create a shape to now creating full on interactive simulations doing various things is definitely an accomplishment I'm proud of. I do want it make it clear that it was not an easy road to get to where I am today. This class definitely had me pulling my hair out especially when it came to understanding the idea behind arrays. How does a list of things just function that way? WHY do I need a loop for a list and WHY does it need another one in the setup??? Nevertheless (fancy word), all that is almost as clear as day now after numerous hours of mental breakdowns(joking-ish). I still find myself questioning how things work but still manage to code it out. The human brain is an interesting thing. With all that mentionned, I think it's clear to understand arrays were the most problematic this semester. I kind of also hate dealing with different states but that's just an if statement creation problem I personally have. This isn't as serious as me trying to understand arrays properly. It's also a being lazy issue.

Anyways aside from the hair pulling array moments and lazy moments with states there's also satisfying ones that I encountered in this class. This class made me love using classes (wink wink)! I find object-oriented programming so satisfying, not sure why (please don't judge me). I enjoy just seeing my main script being so short but in reality there's much happening behind the scenes in other classes. Something about dealing with multiple pages to create a giant project is just fun and a fun organizing puzzle to deal with. My OCD is definitely showing by saying this, haha. With all that being said about classes it brings me to my favourite project of this course which is my Flabby Kirby game (Project 1). It was my very first time dealing with classes and let me say it was a challenge but which brought an amazing result. The reason why I love this project so much is that I'm just genuinely surprised I was able to do all of that in three days. It's just a fun looking game and when the user interacts it's just super smooth. It also looks super cute with the Halloween theme and it's Kirby, who doesn't love Kirby am I right? Cute, fun, simple and all made by me WITH CLASSES?! Pretty awesome.

My outro is even after saying all that, I still kind of hate coding but p5.js has changed me a bit (a little). \*Micdrop\*