ESSAY: My Future in Programming

To start, I think that the thing I'm somewhat confident in when it comes to coding is Object-Oriented-Programming. I'm naturally a super organized person, so I find a lot of peace when it comes to OOP because it requires a lot of organization and cleanliness with classes as well as names of variables and so on. I just find it so satisfying, like constructing a perfect spiderweb in a way! With that out of the way, one thing I do find challenging to this day even after learning it last semester is the whole concept of Arrays. My brain just cannot wrap it's ahead in the how's and whys it works. I would really love to incorporate it more into my future projects and learn to master Arrays at some point in my coding life span. So, loving OOP but not loving Arrays at the moment is my existing programing experience summary.

Moving on, recently I've been inspired by a trendier software/game which is Lethal Company. Why? Because it was one twenty-year-old guy who coded the entire thing and made in a worldwide phenomenon! Honestly, it just gave me hope in how you don't need to be in these large super competitive game companies to be successful. If you have a vision and passion, go for it, is the inspiration/motivation I got from Lethal Company. Not just that, but the overall graphics and aesthetics are really not what you would expect for such a successful game. Also, the overall mechanics of the game aren't the finest, but that's what adds to the whole game experience. The low-quality graphics/rendering are what make the game charming and that's just awesome because it demonstrates how HD and conventionally beautiful games aren't the only way to make a successful program/game. I would say I'm also super inspired with the audio work in the game. Lethal Company is severely audio sensitive with proximity voice chat and in how monsters detect you by detecting sound from your mic. Moreover, it's super cool how each monster has super specific sounds which makes them easy to detect. I'm just impressed with the whole "audio proximity" aspect of it and sound design in it. Anyways, my goal isn't to make this essay a Lethal Company fan blog, all I will say is I'm really inspired by minimal/simple looking games that have really weird/cool audio functions to them. For variety, a game named "Subliminal" is another inspiration of creative coding/game design I take from. For word length purposes, I will refrain from ranting about it also but all I can say is that there really is beauty in simplistic designs with crazy sound design that distract or help us get through the chaotic world we live in.

Now as I mentioned earlier, I am super inspired by Lethal Company's sound design/coding process and just audio overall which leads me to say that I'm really excited in exploring sound in code with this class. Honestly, I'm not amazing at coding in general so, I think I will genuinely suck at this part of my coding path because it's an added difficulty. However, I am somewhat ready to power through it because sound is always something I admire in anything, and maybe passionate about? Not sure yet. I'm not too sure about what I will need to focus on because I'm a complete newbie to this subject. Judging from the projects/activities, I suspect focusing on creating audio from nothing is going to be a challenge and to make it in theme to the program I'm making it for.