For the first term, I wanted to learn the Go language (a.k.a Golang) and make something cool with it.

For the first month of school (up until September 30th), I dedicated my time to learning the basics of Go. During which, I learned:

- compile and run programs into runnable exec files ==> (TestCommand)

- functions ==> (OOPPractice)

- arrays and slices == (StalinSort, AverageFinder, SortingAlgorithm)

- how to read the terminal ==> (BankFunction)

- recursion ==> (Recursion)

- Struct and methods == (OOPPRactice)

- string formatting ==> (PrintMap)

- how to read files ==> (BufioNewReader)

After I learned the basic of Go, I learned about a game library, Ebitengine. I learned how the engine works and how it ties in with a Golang program. Doing so, I learned:

* how to start a game ==> (GettingStarted)
* Loading images and transforming them ==> (GettingStarted)
* Drawing lines ==> (GettingStarted2)

I also started to work on implementing basic collisions (LinePhysics)

After September 30th, I started working on the game that I wanted to make. I wanted to make a simple RTS where you could move units around. I also hoped to have collisions between units and walls.

However, all I completed