9th Oct 2020.

First Course in Gaming Class

Today has been a good day. I have finally got transferred from computer science to Comp. Game Technology and I am happy that I do not have to do math anymore.

Had the chance to meet and work together with some of the collages from university, also I was amazed by how much the module leader can look-alike as "Bobonete" - stand up comedian.

At my first gaming class I was late and did not have my Student pass since I found out at work that I had to attend campus on the day. The course was about creating a game which I helped with creating the rules, the concept and some images to explain how it supposed to be played and also had to present this game to the class. The presentation was bad, I was awake since 4AM and did not had much sleep that day, I was hungry and had no idea what to do.

There ware a couple of games designed that I was not able to understand how to play since I had was in the back of the class. However what I did notice is that easier to explain and capture attention through the use of images, so best to remember to use as many images as possible when explaining the gameplay.

I did find the 2D/C# programming online courses to be bit hard to understand, as I was expecting to have more day to day examples. Although I did recognize some of the terms and processes I had to repeat the online videos and do some of my own research aside.

As I write I am downloading Maya and will probably spend my day in learning the software. I hope that my blender experience will help me get the hang of Maya sooner then then later and I am looking to create my first design as soon as possible.

I have been informed that I have to keep a diary and I believe it is a good habit to do so and also it is something that will help me to see my development in the future.

I am exited to start studying again and I hope that soon enough I will be able to get involved in some good projects and get my first game ready.

The "Scratch" platform is something that I found really interesting and I believe it will be very helpful as it is easier to understand programming better since the software is just as a puzzle game itself.

There is a lot of information to be absorbed at once and I believe will be quite difficult to start programming even if I understand the keywords and how to write code. The design of the application will be the one that will be most difficult to do also the steps to go from start to end of the program.

I have tried to write some code on my own – found w3school very useful – and got some loops created – will also try to recreate a couple of applications in the following days and hopefully find a good structure to follow when programming.

Had the chance to work on Maya and practice modeling while watching youtube videos and found very useful the use of short keys that helped speed up up my modeling and also I have learned how to design human hends and will be looking into disigning ears since it`s probably the hardest part to do for some reason.

I am still behind my courses but I believe soon enough I will be on track.

Experienced issues with GitHub when I have tried to upload the work asking for perision from an administrator and I hope this will not affect my work, might have to try something else.