I was really impressed by Dylan’s work using randomly spawned elements at different speeds along the X axis to create a sense of motion. For instance, the road in the foreground moved faster than the trees in the midground, while the mountains did not move at all. This layering worked really well and gave the 2D piece a tangible, immersive feel. I also really liked the interactivity of the shooting stars. They would fall naturally even without interaction, but pressing the spacebar triggered more to fall, which added a playful dynamic. The moon was a really nice touch too. Using differently scaled ellipses with decreasing opacity to create a glow was very clever. One thing I would suggest is that when looking at the code, everything was done within the draw function without any modular structure. Breaking it into separate functions would make the code much easier to navigate for future development and would simplify adding new scenes.

I really liked Shrook’s work. It was a character of herself in the style of the Duolingo characters. She achieved this very well by using rounded shapes without any hard edges. The proportions were spot on, making the overall picture feel cohesive and polished even though it was built from simple shapes. I also thought her code was very neat. Although not complex, it was well formatted, made good use of variables, and showed correct use of functions and push and pop. She added a small amount of interactivity, which I thought could have been expanded. For example, having background elements change over time or allowing more interaction via mouse or keyboard would have added another layer of engagement.

I was super impressed by Sama’s piece. It showed a great understanding of ASCII art and worked well both visually and interactively. I liked the monochrome look. Keeping it black and white really complemented the ASCII aesthetic. It was also smart to use fonts that had images instead of characters. From what I understand, it worked by getting the average value of a group of pixels and assigning a character based on that value. The brightness of the character, essentially how many black pixels it contains, determined its selection. For instance, “.” would be the dimmest, while “█” would be the darkest. She used for loops and a bunch of techniques I do not yet know how to use, but I would love to learn them in the future.