

## **CART 253**

### Reflection

This semester especially has been one of a kind in regards to the learning process which I have personally abided to and enjoyed. That aside, my favorite global aspects were the idea of realizing my visions; as I consider myself more of an artist rather than a technical person, bringing life to my assets and let users have influence over them has always been one of my biggest aspirations, and until recently I lacked the knowledge on how to go about it. Through the lectures, course material and assistance of peers I have learned the basis coding as the way many would describe it: just another type of communication, or more specifically: computer language.

Having images move and be limited by constraints were personally my aspects of the course as I have utilized it in most of my exercises. The power of states is yet another large fundamental to my art style; as a gamer and an artist, the idea of moving and going between scenes is like starting a new canvas. Last but not least would be the effect of conditionals, one of the most notable types of communicating and having an element meet a certain criteria to engage an event is something very powerful that can influence the pacing and the flow of the game, like cutting in between different shots in a movie.

The most challenging areas at first involved understanding constructors. Adding it as a part of one's program is so efficient and makes it simpler, unfortunately I have yet to understand it fully but I am using it nonetheless. Implementing physics is yet another challenge that I am trying to understand,. As I am currently developing my final project, I have been working around methods of addressing collision with other objects which has proven to be quite troublesome, and I am currently working in ways to go about it. It involves heavy math as well as trial and error and can pose to be quite glitchy and frustrating at times, but I want it nonetheless. Hopefully after this project, I will have a better idea of how to better utilize it in the near future.

I take great pride in everything I have made throughout the course; but my greatest creation as of date would probably be the first project. As a child, I would often spend hours playing flash games on websites such as Miniclip and at times I wanted to make a game of my own. I would personally claim my game Pipe Dream as the first full on game that I have ever developed on my own, with the assistance of teachers and colleagues of course.

I want to further enhance my programming skills and have it feel like a natural function. I want to combine all of my knowledge to create something magnificent, beyond my current imagination. If everything goes well, I would like to learn about WEB GL, to combine 3D assets into Javascript.