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## Exercise 8: Reflection

My relationship with programming completely changed during this course. At the beginning of my semester, I never did programming once before. These days, I can make a whole game while understanding the concepts I am applying. What I like in programming is the whole process of creating games. I did not know that I could do so much with programming. I really like to play with the p5.sound Library and create all sorts of movements for my elements in the projects. Furthermore, I really like object-oriented programming: I have a tendency to create projects that need a lot of JavaScript objects thus this programming technique really simplified my code and gives me less confusion while I create my program. The most challenging coding techniques that I have encountered during this semester are the arrays and the return values; I had a bit of difficulty to understand these concepts while learning. In practice, I had some difficulties to distinguish between the pixels position of objects and the one proportionally made for the computer screen, sometimes I mixed both but it gave some awful results when it was displayed on another computer screen. I also had some difficulties to assimilate the style guide; it took me a while before I create my code with an aesthetically pleasing design. The project I am most proud of this semester is my final project (i.e., Project 02: Anything). I used various effects possible in programming, I created a whole universe around this project, I made various interactive levels in my game, I even made cutscenes to emphasize the story, etc. In my future programming practice, I would like to create 3D projects because I only made 2D games during this semester, which I was more comfortable to do in this course. It would be my personal challenge for CART 263.