COMMENTARY FOR GAME PROJECT

Starting the Game project felt like an impossible task to commit to, but learning how to put things together made it a lot better in the long run.

Learnt a lot of things like what variables are, objects, function, prototype, inheritance, loops, methods used in objects, how sounds are manipulated, creating objects with shapes, graphics, function calls and lots more I would like to mention but would take a lot of typing to do that.

Found some things hard in learning JavaScript through P5.js things, like nested for loops, accessing objects inside of array, had issues with constructor functions at a point while learning, came across manipulating canvas positioning and numbers almost lost my mind but found out it was a simple aspect if the basics are learnt correctly again debugging is an aspect the was really crucial for me to learn , interacting with the internet while coding has made debugging easier and faster to grasp, at this point I would say I am comfortable running into errors because I know I would have to make research and the research would definitely bring me to understand a particular aspect better.

Overall it has been a very educative and beautiful process of learning all thanks to professors in charge of the course and UoI.