Week 1: First Week of university, we started working on an IDE called JES, essentially a student friendly evironment for Jython. I had never worked on such a language before so I was baffled, naturally. We also got introduced to LaTeX environments, I felt initially like there was no need to use these environments to produce our Essays & Reports but weeks had gone by and I feel now that it is necessary to our course, I would never go back to other programs such as MS Word.

Week 2: GitHub & Markdown, into week 11 now and I’m still not used to it, I find it extremely useful for my course but that doesn't mean that I completely understand it. Flowcharts, the bane of my existence, they’re just boring. We started Paired Programming, since as a class we didn't know each other very well this was a great way to get to know each other.

Week 3:  Python/Jython, not complicated just unbelievably tedious. Lists and arrays, it was very interesting learning about these topics still haven't completely understood & mastered it but I got the general Jist of it. We continued on pair programming, which was easy in my experience.

Week 4: Week 4, great more python.... I learnt about practises in code which I found very useful, things like comments and styles.

Week 5: Was ill due to being too awesome.

**BREAK: Reading week, I did so much studying \*sarcasm\***

Week 6: Oh look at that even more Python, besides that we studied data structures and algorithms which was very interesting, absolutely loved discussing approaches to some given algorithms with the class. Architecture essay is what we started too, I found it too be rushed I could of definitely done so much better with that essay but in the end it was too late, was genuinely disappointed with myself.

Week 7: This week we did peer code reviews, I’m kind of jealous of some of my peers, their knowledge on some programming languages is much more vast than my own.

Week 8: Kivy, simple architecture for app development, we’re currently using this to make our games, mine is about a surfer based off Ted from the Bill & Ted movies, Ted has to surf back to the hotel his staying in while avoiding obstacles in his way, its essentially going to be a harder flappy bird (if that's even possible).

Week 9:  Audio Tinkering project is lame, getting the code to run collectively in one program is a pain in my backside. I went as far as to use JFrame in Jython to create a GUI but even that became annoying because it gave me an error “No module named javax.swing” whatever the hell that means. I asked some forums and they weren't any help since no one got back to me & my peers have no idea either.

Week 10: Update on my game; so far the game looks crap, I’m too lazy to animate so im just going to make the whole wave go up and down rather than have ted jump. I’m not being marked on aesthetics anyway so who cares.

Week 11: The first day we did peer reviews, the second I wasn't in & the third day (today) I spent the past three hours writing this. Was completely honest and enjoyed doing it. My lecturer Michael in his Wiseman nerd mode just told me I need to communicate more, I made the Tinkering audio seem much more complicated than it actually is and although he didn't actually say this in my mind he’s like “Don’t be an idiot Milly it's not that complicated, we’re not asking you to do that”

Week 12

Week 13

Week 15

Week 16

Week 17

Week 18

Week 19