



# LESSON 0: PROCESS & EXPECTATIONS

# 4 PILLARS OF UNDERSTANDING

Goal: To go from needing my help to being self-sufficient.

You/Me

25/75

50/50

75/25

100/0

Seeing



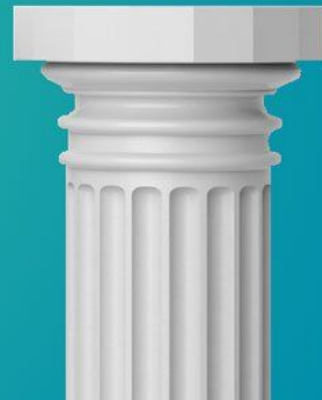
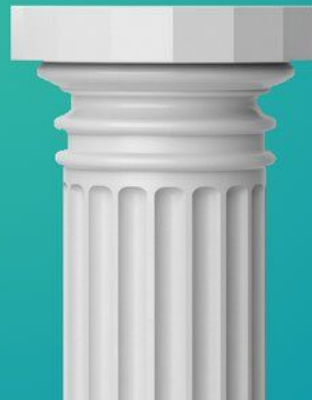
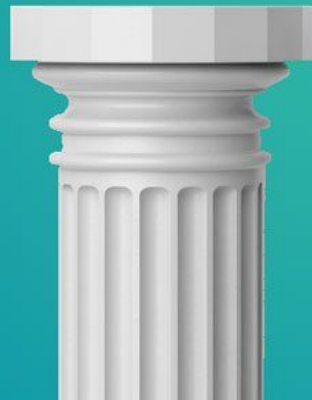
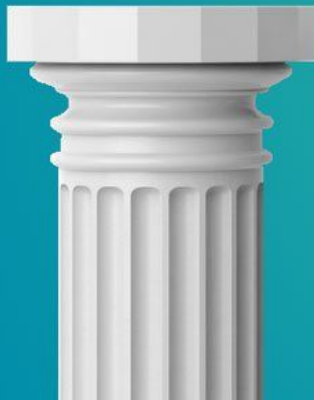
Playing



Solving



Creating



# THE PROCESS

Seeing

Playing

Solving

Creating

Using slides and presentation to present the information. I will organize and clearly present the information so you get a basic understanding of what the particular topic is; All you have to do is listen, take notes, and ask questions when you're confused.

I will build a sandbox or a shell of a project for you to experiment in. You will write code here, but only fill in the pieces that relate to the topic we're learning. By the end, you should have a practical understanding of how the topic functions, but might not understand how to apply it in new and novel ways.

I will provide prompts and challenges to you relating to the topic, and the onus is on you to solve the challenge or project to the given specifications. You will write code here, but it will be structured code, intended to produce a specific outcome described by me. Basically, a homework project.

You will work with me to pitch ideas using the topic that we've covered, and come up with your own application of the topic. You will research and build your ideal learning project from scratch. I'll only be here as a guiding mentor, to ensure your ideas are within a reasonable scope, and to help you work through novel problems you encounter.

# PROS

- You end up with the skills to create your own projects without my help
- You understand how to apply concepts in many varied situations
- It's clear when we need more time--if moving on to one step is frustrating and challenging, we can go back to the last ones

# CONS

- Very time intensive. Might feel slow, delay gratification.
- Requires a lot of effort in the preparation of slides, toys, challenges.
- Requires a lot of creativity and effort on your part to work through challenges and envision ideal projects.

# EXPECTATIONS & TACTICS FOR SUCCESS

## Frustration

Learning programming is emotionally taxing and will drain your willpower to go on. This is the most difficult thing about the process.



## Introspection

Address the way you feel about learning. Understand it's normal to feel frustrated, and accept that you do not want to allow your emotions to dictate your decision to continue or not.

## Unclear Feedback

Google search results will be rabbit holes of further questions; Compiler errors will be unhelpful gibberish.



## Human Element

I am here to help. You can fall back on me to step you through untangling your code step by step, but be patient and allow me to take it slow and explain.

## Visions of Grandeur

Your idea of what programming is and what you can accomplish, like an artist's vision of what their artwork could be.



## Childlike Joy

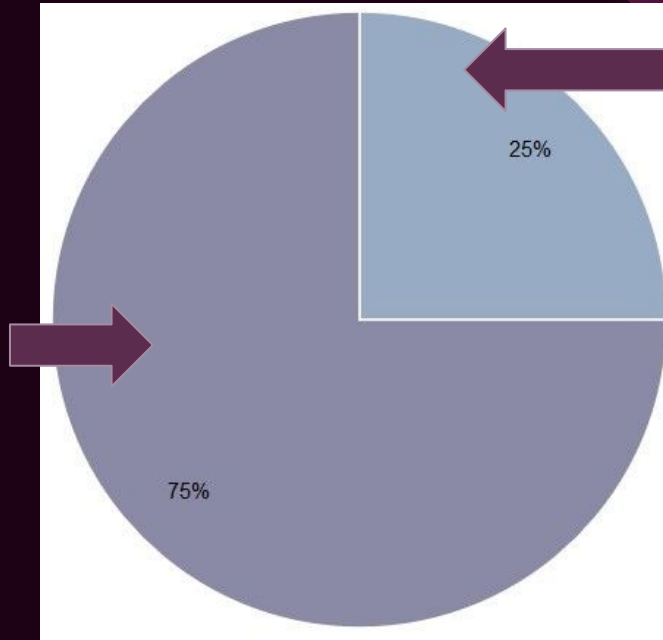
Take pleasure in the fascinating tiny things that go right, or do something chaotic and unexpected that you didn't anticipate. Define what success means in the present, not future.

# FAIR DISCLOSURE

- I will not live up to your expectations about what the ideal version in your head of what this course is.
- I will mess up and need feedback from you to improve; I will *especially* mess up Godot stuff.
- I will need to change some of the things I thought would work in this course.
- I may need extra time to prepare course materials to properly actualize all the steps for this process.

# FAIR DISCLOSURE... 2!

I learned 75% of what I know from making my own projects over time.



I learned 25% of what I know from school and other structured resources, but, importantly: the 25% came first, and enabled me to do the 75% on my own.

**If I succeed, I'm going to be your 25%. The rest is on your shoulders.**

# THE PACT

- I am a stubborn bastard, and as long as one of you wants to continue, I will see this through to the end.
- I will make every effort to keep things succinct, interesting, productive, and moving forward.
- I will not patronize or baby you; I will act in the way that I believe is best for learning the material.
- Most importantly, I will try my best to impart my genuine love of programming and game dev unto you, even if you don't have a love for it yet.