Code specialism - reflective document.

Link to code zips and set up instructions: <https://drive.google.com/drive/folders/1NVqH2_1oLUfeTlvuzZObf0dt6GyOImzu?usp=sharing>

I enjoyed producing the code for the briefs I chose. I would have liked to have produced more however I did not manage to in the allotted time.

Across the three briefs I chose I learnt a lot about structuring code properly and good coding practice. Alongside producing the briefs I was reading the C# players guide to try and learn more C# overall to compliment what I was producing. I did not attend enough of the sessions due to family and work commitments and I would have liked to have had more direct time learning as it helps me a lot.

Part of me wished I had picked a more visually creative specialism from the start and this did limit and slow my progress, although overall I am happy I picked code as it’s not something I have a huge amount of experience in.

I particularly enjoyed the Audio frequency brief as research led me to some interesting functions of Unity such as Fast Fourier Transform and ‘GetSpectrumData’. I also produced multiple versions of each code for each brief and refined and cleaned them as I went through the process, this has given me a good basis for having tidy and legible code for the future.

I still find it easy to get lost and need to use the unity guides a lot to remember functions, I find it quite hard to hold all the information and by the end of one brief I had to reexamine the previous brief to remind myself of what I had produced and how. With other tasks and work I think my brain was quite fried towards the end of the semester… I will need to figure out how to better manage my time in second year as the overload of my schedule was difficult and tiring.

I look forward to learning more and taking the summer to try to get a better grip on C# and other coding languages. I also want to try to look internally to decide on a specialism, as I am juggling between a lot of likes but I’m not sure I’ve found my love as of yet.