

At the beginning of the semester, I entered this course with a base knowledge of p5 I would say. I had work already half a year with p5 online in cegep. In the first week, I didn't learn very much in terms of the p5 library itself, but I learned about the tools associated with programming such as GitHub and atom. Since I didn't learn anything new in the first classes, this allowed me to just refresh and refine the base I knew. I am also glad that I got to tackle more in-depth loops and arrays. I had brushed it before, but I never really dive into it. It is somewhat frustrating if there is an error but at the same time, it is really satisfying when they are done correctly, and everything works as intended. The biggest have encountered though is object-oriented programming and what it brings with it. I totally agree that it makes it much easier to code and it makes a lot of sense of how it is also better organized. My brain already does it when I make new objects and all. But I don't know why but for some reason pairing the object-oriented code with the big script code just doesn't work well in my brain. I think I just need more time to work with it and it should eventually stick. In the first project, I was really happy that I was able to do all that set out. The menu had a pretty design and was responsive to what I wanted it to do. I was also happy that I could work on some visual aspects as well as the gameplay. Normally, the visuals of my project are rather crude and not very appealing, so it's nice that I can still work on it and the gameplay. In the future, I would like to force myself to work more with object-oriented programming, this will allow me to get better at it. I would also like to explore the different libraries available in p5 and create new ways to interact with my projects. Design should still be an aspect I would like to still be able to work not as much as gameplay but still give some effort to the visual aspect of my upcoming projects.