Self Analysis

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DESIGN 6400

02/28/20

<div align="center">Self Analysis</div>

Intent

I actually set out with no real direction, as far as we got I still feel incapable of going specific directions with coding. So when it came to this assignment I decided I to just embrace my desires for making games I play more fun/easy. In that vein, I started off with the idea that I could make a dungeon generator. Turns out I don't have the information for that just yet and after a week of trying very very hard to understand the many ways I could not do it. I went down a line of "what else do I want?" I'm not exactly sure this is the best mode of coding because while I am designing for a purpose it is entirely for nonserious reasons.

Difficulties

The big issue first, I don't know how to find out the color of a dot on a screen, HOWEVER in trying to understand that, I stumbled on the console logging ability and thanks to that I can have the consol list out every value I call for a spreadsheet. How does this work? I know that but how can I utilize it other than seeing the list in a hidden panel, no clue yet. Next I had a hard time grasping random not meaning random. Procedural generation of scenes isn't built out of randomly crashing numbers, it's carefully laid out scenes, and I'm not the type to carefully lay anything out. Lastly, I think I went overboard on wanting the map function to mean something more than just doing its job. So I used that function and applied it to another gradient, but this time around mapped on top of its information from a chart, it dictates a color value but nothing more, and that's ok considering I'm not making a chart.

Accomplishments

I actually think this was my most successful piece, yes I scrapped my idea, but i came up with a much better and more fun concept. Not only that I think I figured out a way to read the colors on a screen and have the code do it one pixel at a time, but I don't think I want to utilize that anymore. In trying a few things out, a gride of squares began to tax the browser far too much. I actually made something that slowed down my browser. So that was neat!