Self Analysis

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Self Analysis

**Intent**

I actually set out with no real direction, as far as we got I still feel incapable of

g oing specific directions with coding. So when it came to this assignment I decided I to j ust embrace my desires for making games I play more fun/easy. In that vein, I started o ff with the idea that I could make a dungeon generator. Turns out I don’t have the

i nformation for that just yet and after a week of trying very very hard to understand the

m any ways I could not do it. I went down a line of “what else do I want?” I’m not exactly

s ure this is the best mode of coding because while I am designing for a purpose it is e ntirely for nonserious reasons.

# D ifficulties

T he big issue first, I don’t know how to find out the color of a dot on a screen,

H OWEVER in trying to understand that, I stumbled on the console logging ability and

t hanks to that I can have the consol list out every value I call for a spreadsheet. How

d oes this work? I know that but how can I utilize it other than seeing the list in a hidden p anel, no clue yet. Next I had a hard time grasping random not meaning random.

P rocedural generation of scenes isn’t built out of randomly crashing numbers, it’s

c arefully laid out scenes, and I’m not the type to carefully lay anything out. Lastly, I

t hink I went overboard on wanting the map function to mean something more than just d oing its job. So I used that function and applied it to another gradient, but this time

a round mapped on top of its information from a chart, it dictates a color value but n othing more, and that’s ok considering I’m not making a chart.

# A ccomplishments

I actually think this was my most successful piece, yes I scrapped my idea, but i came up

w ith a much better and more fun concept. Not only that I think I figured out a way to

r ead the colors on a screen and have the code do it one pixel at a time, but I don’t think I

w ant to utilize that anymore. In trying a few things out, a gride of squares began to tax

t he browser far too much. I actually made something that slowed down my browser. S o that was neat!

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