

Pre-Reflective Essay

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From my coding experiences, it really feels like the only limit to what you can create is simply the time you are willing to commit to it. In CART 253, I was able to make small interesting programs that had a variety of themes. My only regret with them was not having the time to explore further with some of my more interesting ideas. For example, my final “make anything” project used dynamic shadows that were difficult to make but created a really nice visual effect. The truly interesting thing was seeing all the different things I could pull off using just these shadows by just changing some of the colours or messing with a few numbers. I felt like I could have taken my project in many different directions or used these shadows for many other kinds of projects. But sadly I had to commit to my original theme and stick to making just one program. The possibilities that emerge from simple snippets of code are really fun. It’s like having a toy to endlessly play around with to create new things.

In my introduction to game design course, my teacher showed off an interesting project they were working on. It was generating characters with stories and using chat gpt to write biographies on their lives that you could read about. To me, this really inspires me with what generative ai could possibly make in the future. Programming this sounds horribly difficult but oh so intriguing. Much like how I love messing around with variables in my programs, to have something that could possibly do so in a less random and more structured manner opens many possibilities.

I’m really interested in exploring AI. While I know that my more ambitious ideas may not be possible right away, establishing the groundwork will allow me to expand to bigger things later. If I’m going to start small, maybe I should start with generating something less sophisticated. Something like generating certain shapes or maybe taking advantage of the machine learning aspect of ai. It might be harder to train the AI to do something like learn how to solve a maze so maybe finding pre-existing libraries could help depending on what ideas inspire me. All that being said, I’m definitely looking forward to the AI jam and for something truly new and interesting for me to work on.

The other part of this course I’m interested in is the game engine jam. I have once attempted to build my own game engine to help ease development on my personal projects. I can already tell that it is not easy but I want to see what we might work on nonetheless. Keeping things focused and not bloated I think is the key here. Trying to make something that is clean and functional so that it can be reusable later. I think if I do a good enough job, it could help be a good starter for some projects. Otherwise, I’m sure I will learn how to create a baseline for my programs that will become useful later.