

My existing program experience is really quite limited. I know how to mod characters into YOMI Hustle and use javascript in p5js, but that's about all I know. I'm super interested in learning more about code and how to work with it, mostly in the context of making video games. I really love solving problems in code, it's like all the good parts of math without the bad parts. I also think that my brain is more compatible with working with code due to my ADHD, it's all very logical and made of simple blocks (maybe i just have the brain of a toddler). Something that never really made sense to me was the creation of objects/OOP, for some reason it hasn't clicked with me yet. I really love evoking feelings through my coding pieces, for example: last semester I made a game where if you fail you go back to the start. I made it in a way where failure is solely the fault of the player (excluding the occasional glitches). This was done in this way to make people get that frustrated feeling of losing but also that feeling of overcoming struggle that you don't find everywhere. One of coding's coolest aspects for me is procedural animation and inverse kinematics, like in the game Rainworld. The way each animation is organic and genuinely interacts with the world as opposed to just being a preset thing that clips through terrain and doesn't affect anything. Another very interesting thing is adaptive AI and adaptive difficulty. For adaptive AI my favorite example is Will You Snail and indie platformer game that spawns obstacles and makes the game harder each time you make actions. The more times you play through a level, the more the enemy AI spawns spikes and obstacles in the locations you access the most. It really feels like the game is trying to not let you win. I'm tired of having games either artificially hard by bloating health bars and damage numbers or way too easy and railroading you through the game. Another example of adaptive ai is in Alien Isolation, the alien changes its behavior based on the player to provide a really terrifying experience. Some projects I'm interested in doing in the future is a game where you're a terms of service lawyer and you go through tos agreements and try and find the crazy stuff people are agreeing to and loopholes placed in by companies (im not sure how to make it fun yet but i really want to do this concept). Another project I wanted to make was a game where you're in a submarine and you are exploring deep underwater and the limited controls make surviving difficult but it turns out that Iron Lung already exists. Of course I could still make it so it's still on my list of projects I want to do.