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CART 253

Exercise 8 – Reflection

Looking back on what I made this semester with javascript, I'm honestly surprised at how much I learned and how natural the transition from informal teaching with a different language was. I'm incredibly grateful for the course videos and, while I didn't get around to watching much of the later ones, I'm glad I was able to learn important notions of workflow and terminology for coding in this course. Before this, arrays seemed like some fancy thing I didn't understand, and when a friend would mention using them in a script on our game, I'd be completely lost. This course has reinforced my love of programming, though it can occasionally border on love/hate. I'm glad to say I avoided needing to do much debugging for most of the semester, which helped me practice using only code to create more complicated actions such as a jump, something which is always useful. Of the projects I made, Lemmings is one I'll revisit at some point, likely using ClickTeam Fusion 2.5 (a block-based programming tool) to randomize and customize scenes, as well as utilize timers and animations with ease. The fact I got several levels done and managed to make them play sequentially remains an accomplishment for me, of course. While I love working in block-based systems, this course has helped to give me more confidence in general programming and I can see myself returning to scripting with lua, doing so with far more ease and ability. Considering when I started trying to teach myself programming, simple property changing was complex to me, I'm glad to know I've been able to better that skill and put it to good use.

In the immediate future of my programming, I plan on remaking the flagship project which set me apart in my portfolio and (I believe) got me accepted into Concordia with a scholarship, that being a point & click by the title of Inventory Manager. Even though I'm still using ClickTeam for it, the notions learned in CART 253, paired with a better understanding of the tool, have already helped me improve the coding and reduce conditions from roughly 200 to 50 per stage, as well as make editing the code and

scenes more understandable. I'm also excited to see what the continuation of this class would be, as it'd

likely give me the unique tools unavailable on what I currently use to really push me to create something

using solely code.