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"Preflective" Essay

When I first came to Concordia University I came into my first programming course completely new to all the ideas and concepts of how programming occurred and all the terminology that went with it. I was completely starting from scratch. In my first programming class, I learned a lot of interesting ways to code movement of objects in JavaScript using different keys on the keyboard and mouse. I also started understanding how to code using object-oriented programming which has made my code much more understandable to myself. However, I do still struggle with arrays in my JavaScript code, even though they are a very important piece of coding that I used a lot in my main projects. I also learned a bit of HTML and CSS in one of my other classes, but I am not as familiar with it other than the main idea of making a webpage. When going over the syllabus in class I recognized that we would be learning how to use JavaScript in our HTML projects. This is really exciting to me because last semester we were only slightly taught how to use JavaScript in our HTML websites, thus I am hoping that I can learn a lot more about JavaScript in HTML because it is something that really interests me. I am really excited to have knowledge from previous courses that will help me with this coming semester to not make it as unfamiliar. I am also hoping that we do go over HTML and a bit of CSS in this course as well because I feel like my knowledge in those two languages can definitely be improved.

When it comes to creative code/software I have never been very familiar with the code within any games I enjoy since I do not know where to find the code that the games are made up of. However, one of my favourite video games called *Gris* by Nomada Studio and Blitworks used Unity to create their game. So, while I knew how they created the art design of the game (using watercolours), I did not know what Unity was until my professor in my JavaScript class was creating a game using Unity. I then learned that Unity can be used to work with lighting and structuring as well as movement and object interactivity like the coding I already know how to use. Thus, *Gris* must use Unity for importing animations and object interaction in the game. The major issue that I face with this class is solely my lack of knowledge on any sort of coding or programming software. I grew up with a love for the visuals of video games and how they work movement wise, but I was never aware of the complexity behind the video games, which was the programming that had to be done in order for a video game to truly be created. I feel like now that I have some knowledge with programming, I am much more aware of movement with keys and how to make scenes change just by the coding I have learned. I have a greater appreciation for my games and how they are developed even if I cannot see the coding behind them or know what software is being used.

In this course I am really hoping to at least go further into how to build a base video game. I really enjoyed the different exercises we did in JavaScript that taught us how to create programs on a canvas, but I would like to extend my knowledge and go outside of a canvas. I am very used to using JavaScript on a canvas, thus I know that moving away from that will be difficult. But like last semester, I know that I am good at following instructions, and as a visual learner, following the videos that my professor has on each lesson really helps me move forward

in my programming knowledge and then repeating the same processes for other assignments really helps me remember how to do the new code I had just learned. For example, when I look at the schedule for the CART 263 class I can see that we are going to be working with game engines such as Phaser which seems to be a software for making basic game structures. I am really interested in the visual design aspect of video games, because I have always wanted to draw, paint or sketch out digitally how I want a video game to look since I am a big fan of indie games. Thus I feel like moving away from a canvas in programming and starting to use game engines will allow me to better understand structures of games so that I can learn how to design the visual of my own in the future. I am also really interested in the section in our schedule that is about voices. I am wondering if it is going to be voice overing text in a video game because that would be very interesting to have as knowledge. I know a big struggle of mine in that aspect is making different voices or incorporating sound properly within my code. So when that section comes up, I will try to remind myself of how to incorporate sound first in JavaScript and then I will follow the lesson to add on to my basic knowledge of sound. In the future, if I do make a video game, I may not incorporate any sort of voicing within it, but I think that having that knowledge if ever I want to will be very important. All in all I am excited to see what this course will provide for me when it comes to adding onto my basic knowledge of programming in JavaScript. If it is anything like last semester, I know I will be learning a lot of useful information that will make my programming more understandable and easier to work with.