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Preflective Essay

While I did have a basic knowledge of JavaScript from years ago, I didn't use it regularly until last semester. Every week, learning something new gave me more creative choices when wanting to bring an idea to life. Unfortunately, I didn't manage to get a full grasp on object-oriented programming, as I found it rather difficult and a bit confusing every time I added a class into my program. I would very much like to return on it and find ways to simplify my code and reduce the clutter of repetitive code I have in my main script.

I take a lot of my inspirations from videogames. One videogame that truly inspired me with its mechanics was No Straight Roads. It's an action-adventure game that came out around the height of the pandemic in 2020 and I loved it so much, I replayed the levels months on end. It combines music with fighting mechanics by changing the genre of the current track in a boss fight depending on your state. Every boss fight starts with a "neutral" genre, mainly representing the character you are fighting. When they overpower you, the music will transition to an EDM variant of the theme. However, if you get the upper hand, the genre will change to rock. Another game I appreciate is Sally Face, an indie horror game made entirely with Unity. Ever since I learned that, I watched behind the scenes videos of the creator working in the game engine to make it. The entire background of the game is one entire strip of artwork that the "camera" pans left and right depending on the direction the player is going. The background will only start moving once Sal, the character you control, is at the center of the screen. This is part of the reason why I tried out Unity, but with my lack of time to fully commit to it, I didn't get a chance to get to know how to properly understand how the game engine worked.

I feel like the exercises from last semester, while entirely based on a related programming activity, helped us find creative ways to change the original sense of the program, while also giving us possible inspiration for future exercises/projects. I am quite excited to continue working on the Voices Jam project. While I do have a hard time seeing how voice commands can be the main mechanic of a game nowadays, it could be fantastic for pieces of art or even ARGs. I also cannot wait to see what we'll be making for the Game Engine Jam. I have wanted to figure out how to incorporate sprite sheets into games. I tried using Unity before, but I never managed to get far with it. Because I'm more familiar with JavaScript p5, I may end up getting a bit more comfortable using game engines more often. As for The Webpage project, I am excited to learn more about incorporating Javascript into my websites. I did learn a bit last semester in CART 211, but we only learned a small handful of things.