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CIS Capstone

Reflection of the Class

Initially coming into this class, I didn’t expect to learn to many interesting things, I thought we would go over more of the basic/advanced forms of general coding for websites. When we started going over assignments that we were interested in, and had those in person meetings, this class became something that I both enjoyed greatly and learned a great deal within. This was really because you wanted us to learn what we were interested in. I felt the in-person meetings were a great way of communicating as to what each step in the class was. Although our class size was small the assignments, we were given were interesting and engaging.

The animation project was a little awkward, however, as I was getting into it and watching the objects move around and flow, it was quite exhilarating. I’m no expert, but from that assignment I have a better idea on how to execute animation in a website. The group project was another highlight since I personally don’t work in teams very often. It was actually a nice change of pace along with the fact that me and josh got along quite well. That assignment got me interested in bootstrap as well. The final project is what honestly triggered everything in me to get things right. Game design has been an honest passion of mine that I never delved into until now from lack of resources or money to obtain them. This Unity project, although the game is simple, I had so much fun messing around with the engine and learning how to get objects moving, animations running, and everything really. I want to thank you for your time in this wonderful class.