

Preflective Paper

Although I have been learning and practicing coding for a full session now, I still consider myself as somewhat of a novice at it. Not that I didn't learn anything but it's the fact that there is still so much more to learn that I feel like I barely broke the ice. The first session of programming was smoother than I thought it would be. I have tried coding so many times before and was always intimidated by the idea of it. 253 was my favorite class last session because of how welcoming the teacher is but also because how interesting programming was. I'd like to think that I am a creative person which is why I find computation arts so interesting. The amount of stuff that can be created with coding is fascinating to me. I am excited to bring my imagination to life using coding. Last session I created a top-down view game for my final project, but it did not meet my expectations because the project was more ambitious than I had anticipated. I got carried away. That is one of the biggest challenges I find for programming. Having all these ideas for your project but fail to put it to action. Most of my inspiration comes from one of my favorite games of all time, my childhood game, Zelda: Phantom Hourglass on the DS. The game features a top-down view of the character and lets you explore the world of Zelda through puzzles and rooms. The feature of moving across different rooms with smooth transitions is what inspired me.

I would like to improve on what I did last session and make my game more alive. I saw that this session is focused on audio and sound so I would like to play with some sort of voice recognition or sound feature in my project. I am looking forward to learning more about coding this session to add more features and depths into my future projects.