

# Reflection

Cart 253 / Zi Di /2020-semester 1

## What I learned & What I liked

In this Course, I learned to code with Javascript for the first time. I really liked P5JS - great tool, easy to understand, and runs on browsers! It makes sharing my projects really simple and accessible!

## Biggest Challenges

1. While writing functional codes hasn't been hard, writing CLEAN, modular, optimized codes that are easy to read and re-use hasn't been easy. I didn't realize this problem until my project got bigger. I think I'll improve with practice and more experience!
2. I noticed that I haven't been using a lot of functions with parameters in my projects where it could've been implemented... Maybe I've been intimidated by implementing new concepts in fear that it might mess up my already existing but less optimized codes.
3. (Since I'm working on [a platformer game](#)) Simulating movements / physics is still very confusing and I couldn't get the EXACT motion I wanted.. I think I should take a physics 101 or maths class?

4. Trying to be not lazy

## Highlights / My Proudest Projects

Here are a few fun ones:

[Plural Platformers! My final project \(in development\)](#)

[Painter Simulator! \(a quirky drawing app\)](#)

Small skids:

[Looking4Love \(an interactive minimalist poem?\)](#)

[Singing Dog!](#)

While taking this class and learning about programming, I've also applied my knowledge / experience on some other classes. Here are some works in progress:

[The Hole - A horror/survival game \(standalone, made with unity\)](#)

[My portfolio?? Website?? It's not complete yet](#)

[Night Mayor: A puzzle/ ambient horror pixel rpg](#)

Thoughts on the future of my programming practice  
(and shoutouts to games that inspired me to learn programming)

***excited to make more ideas come to life!!***

I really like games with experimental writing or unique puzzle mechanics.

Here are some big titles that influenced me the most:

Story games: [Undertale](#), [Doki Doki Literature Club](#)

Puzzle Games: [Baba is you](#), [Antichamber](#), [Zachtronics games](#)

A big existential problem I want to figure out eventually is how do I implement my art skills into programming in a smart way, not just make pretty, static art assets, but more like, make the art into a game mechanic? And I don't have any good examples? (is it too abstract as a concept?) Maybe something like a detective game where you have to generate faces using a tool like [Artbreeder](#) to find your suspect? Idk

also i want to making things that are not strictly "games"