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CART 253

Exercise: Reflection

CART 253 has been my favourite course this semester but it was also the one that made me cry the most. I giggle looking back at my very first submission of the alien because I remember how proud I was, and now that assignment seems so simple compared to the code I can currently write and understand. I find it hard to believe that simply weeks ago, I was only able to code and colour shapes in p5.js. I appreciated all the class time we had to work on our weekly assignments, as it helped me so much to understand where I was going wrong by asking numerous questions. I felt shy for asking so many questions but I ran into many silly bugs that I now cannot forget. Currently, when I run into certain problems, I know how to start debugging and where to look. Oftentimes I catch myself debugging problems that I had faced in previous assignments, and just that alone gives me so much confidence and motivation to continue coding. Having an error and not knowing what to do about it made me so upset with myself, because I would sit in front of my code for long periods of time and not get anywhere. Only to later realize that I had written “heighth” instead of “height”. I had shed many tears over this and had wanted to pull my hair out, but in the end, I had figured out my mistakes. Because I spent so long trying to solve them, they are engraved in my mind, and are the first mistakes I look for when I encounter an error.

My midterm, “Runaway Chickens”, is the work in this course I am most proud of so far. I did not accomplish all the elements I had planned in time, but I had made a visually pleasing, and

working game. I am still content with the end result and most importantly, it is the assignment I faced less errors in. The hardest part was to figure out how to have the non-playable characters move, and even that did not take me long to figure out, nor did I get upset over it. I enjoyed the overall experience of making this game.

As frustrated as I was with myself during this class, I am very proud of my current coding ability. I started coding this semester being scared of opening Visual Studio Code, and now I find myself genuinely enjoying coding using p5.js. So much so that I joined this year's Game Jam at Concordia, which I had never thought I would be participating in. I plan on continuing and improving my programming skills, and although I do not believe I will head into a profession where this knowledge is needed, I do plan on coding my own personal projects.