

In high school I had experience with programming through studying computer science. I hated everything about it. I hated how in exams and tests we had to write our code on paper without the use of any computer. There would be a painfully short amount of time to write your code, and limited space preventing you from starting over if you made a mistake. I also did not enjoy being told exactly what to program whilst having 0 creative input. Despite achieving passing grades, I had no idea how to actually code, I was only memorizing modules of code.

This course has felt like the complete opposite to that. I was being taught by a professor who was passionate and actually cared about what was being taught, with assistants who were just as useful and reliable. Being given so much creative freedom for exercises and projects was extremely liberating. The fear that I had grown accustomed to when it came to learning a new programming topic turned into excitement. With each passing week I'd grow more and confident in my programming knowledge and ability.

I realized how lucky I was to be in this course after I showed my neighbours my program for the covid game. They were appalled at the fact that I was made to put out a functioning game so early in my course. Being second year computer science students at Concordia, they mentioned that it was months before they were made to do hands on application of code. They were also really jealous about how fun my work looked compared to the calculator they had to make for their midterms. It was after the fishing game I made for project 1 that I became obsessed with this practice. Whilst the style of the code was obviously lacking, I was amazed at how closely the experience of my program matched what I had in mind whilst planning it. Being able to pull that off gave me almost a bit too much confidence as I for quite an ambitious proposal for my final project.

Even when more difficult concepts such as arrays and object oriented programming became introduced, with practice and the help of my teachers I was able to grasp the concepts I originally struggled with. I definitely plan to work on more coding projects after I finish this course. Since I went with a game focused approach, I want to work on a more 'experience' focused project over the winter, whilst also learning to code with a language more suited to game development. Before I finish university, I really want to have developed a game which I can proudly call my own to the world.