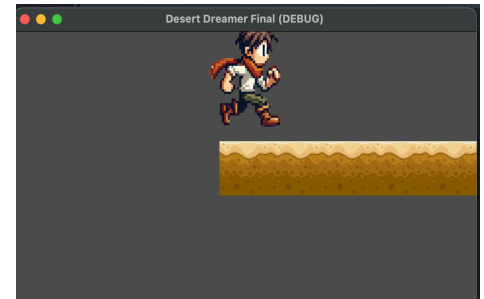
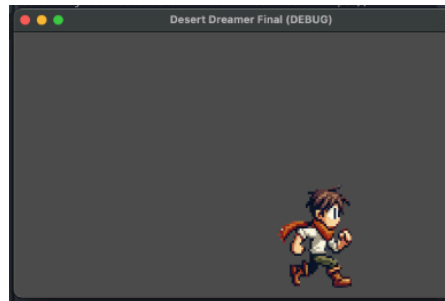
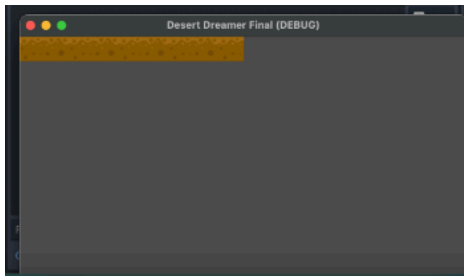


Reflection:

In terms of setbacks I had while working on my game, I had some trouble trying to figure out how to center the player and the tiles on the screen when I actually ran the scene. I tried to change the coordinates and make sure that they were aligned but that did not solve the issue. I tried other solutions as well after doing some research on Godot and all of its resources. However, I could not figure it out until I came across one article about using a Camera 2D node that can be used to follow the player as he moves across the screen. Here are a couple of screenshots that show a visual progression of how I solved this issue.



This process reminded me of when I played *Getting Over It*. Failure was an inevitable part of the game design much like while coding in Godot, especially with the limited knowledge I have on using the platform efficiently. As Jesper Juul argues, games are “the art of failure” which is a very accurate parallel to the programming process in general.

I think games are very much an arena made for psychological interpretations. They are built on goals, obstacles and feedback, which are the basic components of human motivation and frustration. The way in which players react to certain situations within games are a perfect reflection of them, not the game itself, which is a different experience for everyone. I also do think that games offer a fair chance to redeem yourself unlike the real world. In games, you always have the possibility of getting better and learning from your mistakes which is part of why games can be so addictive.