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Meno Essay

In reflecting on my first year of the course "Game Programming with Python," I found myself embodying the role of a young Meno, navigating the intricate pathways of both theoretical and practical learning. My college journey here at Lyon had been a series of exciting moments and challenging obstacles, each significantly impacting my growth as a programmer. One of the most important lessons I learned through the theme of this course is the importance of problem-solving and logical thinking.

Python, with its clear system and large libraries, provided a strong platform for learning the fundamentals of game development. I recall the initial modules where we delved into basic programming concepts such as loops, conditionals, and data structures. These foundational elements were not just academic exercises but were directly tied to creating interactive and engaging games. The satisfaction of seeing my code come to life in the form of a playable program was an exciting part of my learning. However, this journey was not without its growing pains.

One certain instance stands out when I struggled with understanding object-oriented programming (OOP). The concept of classes and objects, and how they interact within a game environment, was very challenging. It felt like a steep learning curve, like Meno's own struggles in the narrative. I spent countless hours debugging code that I just could not get a handle on. Yet, it was through my hard work and effort and the guidance of my instructors that I eventually grasped the basics of OOP. The moment of clarity came when I successfully applied a class-based structure for a simple game, realizing how it ran the development process smoother and made the code more modular and reusable.

Despite these achievements, I am acutely aware that my academic journey is far from over. There are advanced topics and techniques in game programming with Python that I have yet to learn. For instance, integrating complex algorithms for artificial intelligence, optimizing game performance, and exploring advanced graphics programming are areas that I can not wrap my head around. I recognize that true mastery in this field is an ongoing process, marked by continuous learning and change. I will know that I still have something to learn whenever I encounter a new challenge or concept that challenges my current understanding and skills.

In conclusion, my first year in game programming with Python has been a transformative experience, much like Meno’s journey. It has equipped me with essential skills and insights, while also highlighting the

large area of knowledge that is ahead. Embracing this learning mindset will be the key to my future success in this dynamic and forever changing field.