

Game Programming With Python

Game programming has always been a dream of mine since I was a kid. I have always wanted to make video games, and with this course it gave me a little taste of what could be. In this class I learned how to program a basic game, with the help of AI intelligence and without it. With little piece of experience I can keep learning how to program and make apps, websites or even more games. This class has definitely been a challenge throughout the year but nothing can top the first day of the class when Professor Birkenkrae asked if robots could ever gain human intelligence . This got me interested in the class instantly because it made me have to use my brain and think about the speed of the progress of artificial intelligence and how a robot can't have human intelligence. In “Meno” i was taught the pursuit of knowledge, especially regarding complex ideas like virtue, is an ongoing journey of question and self-reflection. The true value lies not in arriving at a definitive answer but in actively engaging in the process of questioning and refining one's understanding, even if it ultimately remains inconclusive. I knew I learned something when I was able to show my roommate how to play and how the guessing game was made. So with that being said I feel like I learned a lot from this experience. The only thing i have to learn left is everything, even though i learned how to make a basic game i feel there is more to learn about programming. The way I know that I still have something to learn is the fact that I still know nothing about programming. I know there has to be more to learn and I will do it.