Where I Am Coming From And Where I Am Going: Post-Reflection Assignment

It's easy to see the difference between me at the start of the semester versus me now about everything I've learned because I had no prior experience in coding. Never had any classes or even checked out anything for fun even if it had been on my to-do list for months. (To at least have a very basic understanding of, well the basics. Never got around to actually doing it.) So yeah, coming from nothing all the way to a 3 parts mini game was kind of impressive for me, everything can be considered an accomplishment. But if I could choose one impressive thing, it would probably be understanding the structure of the code, how to arrange the writing to have the focus on top, and how to build an image like that (art jam). Or using if statements because they really are the base of everything, so easy to use but so versatile. Even loops and making tableau to get multiples of one thing without having 500 lines of code to duplicate it. Or pretty much everything in between.

Before coming to Concordia, I went to this animation school where I learned everything I needed to make a movie, eventually realising a 1 minute small film (it's very bad, one day I'll remake it better and brighter) and I love doing animation, it's just not the only thing I want to learn. I love working in the arts, for it to be traditional and to use modern tools, it's so versatile now what you can learn and make. When I was in sec 4, we did this tiny, month long project where we had to make a very basic, 3 levels video game. It was my favorite project of my 5 years of art school. No codding, we used a website and just added our sprites and designed levels, but still, I loved it. Then the usb stick I had it on got corrupted and I lost it (still mourn this tiny game…) and after animation school, I still wanted to learn, so I decided to look into

what could work with what I like and hopefully get me a cool and creative job! I think the Computation Art program can help me achieve that.

What I want to make sure to do during the winter break is to really work on the basics, to have a solid foundation and to make sure that I have a good understanding but also to be comfortable in everything we learned. I'll probably go back to the course website and make sure to practice a bit of all the chapters we covered so that I don't forget anything. I talk about the easier concepts that we learned in the beginning of the semester, but I also really want to focus on the harder, end of semester stuff like arrays, loops and data just because I feel like I have a lower understanding of those. I'd also really like to work on a json file, I really liked the idea of making a game in multiple languages. A concrete goal that I'd like to work on during winter break is to make the variation jam available in English and French, having my instructions, win and game over screens in both languages seems like a fun little challenge. Basically, I want to make sure I don't lose all the progress I've made during this semester and have enough of an understanding of everything to be confident in next semester's class. I want to make sure that every project I make is more complicated and more demanding than the last one, but also that I learn more in it than I did before. I think I managed that with the 3 big projects we had this session, so a good step in the right direction!

Making the Variation games was not only very fun, but also challenging. Most of all, I wanted to make a game that follows a kind of small story, three mini games that would give you a progression. Which I hopefully managed, but I guess you'll see. Another thing that was important to me was to make as many of my own backgrounds, assets and sprites as possible,

mostly because it would be more fun like this but also just to see if I could do it. There's still some places where I wish I could have done more, but it was a very good first try in my opinion. One of the reasons I really wanted to make this little game like that was because I love the idea of making something entirely by myself, especially if I can take my time to work on it.

There's this artist (@/symphony_sonata on instagram) that I've followed for a few years already, she's been working on this story-based video game about Alice in Wonderland and she's primarily an artist so most of the game is done in 2D drawings by her, animation and props and I find it so inspiring. She just released the first chapter demo on steam a couple months ago and I know she's been working on this for years. This is the type of work that I'd love to make, it would be such a good way to make sure I use both my 2D animation degree and Computation Art one. I guess this is mostly what I'd like to do in the distant future, work in my own studio and mix up animation, drawing and game.