Dino Run Trailer: <https://youtu.be/O7F8HKAS49A>

I had a lot more fun and was able to much more with this project than I originally thought I was going to. The project sounded very big and intimidating when we first started. I was expecting to only be able to finish one level and then some sounds and animations and stuff if I’m lucky. I think I might continue to work on it, I’ve actually has a lot of fun creating the game. Most of it is pretty done, but there are some small bugs and fixes that I would like to make. I’m not sure that I would do much differently if I were to redo the project. I would maybe sort of “upgrade” my images/graphics. I might do different characters or backgrounds if I found something I liked better, although I do like the way that is has turned out now. I do have some animations that I didn’t get to add that I think I could make the game a little bit more fun, like dying effects for the players and/or enemies.

This project taught me so much about coding. I of course have taken other coding classes and have done a little bit here and there, but I’ve never felt super confident about my ability to write the code, and this project really helped with that. I got a lot of practice with trying to fix problems that were going on in my game and utilizing the internet and forums to be able to figure out how to write my own scripts for the games. The playground scripts gave me a really good starting point which I think is one of the things that helped the most. I was able to look at what was going on within the code that I knew was working, and I was able to adjust it in order to use it in my own code. All of the practice really helped me learn a lot and build my confidence in my knowledge and ability to not only write code, but to problem solve that code and figure out ways to adjust and incorporate other peoples’ code into my own and use it for my own benefit.