

Diana Solis  
Professor Bennett  
Creative Coding Section A Fall 2022  
December 19th, 2022  
Final Self-Assessment

Throughout this class, I've spent a lot of time reviewing programming concepts. I would sit at my computer, come to every single assignment, and go over dozens of Youtube videos that would in some way guide me in completing my project. However, I did fall short of me with actually reviewing and practicing these skills and I think my final project, unfortunately, demonstrated that. I had this habit of reviewing videos and manipulating them in the best way that made sense for my project, whether it be learning about arrays and using that in my own project to create an array of ellipses or such. However, what I think I could have benefitted from is taking the time each week to actually do mini-projects. I think mini-projects in a way could have served as a greater asset for me, as it would have allowed me the chance to practice my skills and test it out rather than just using the skills I'm learning for a certain objective. In a way, failing to actually program rather than just spending all my time learning how to structure my code and the syntax that came along with it impeded my final project. It made it more difficult for me, as I knew what syntax to use, like knowing that I needed a double for-loop for an example, but not knowing how to manipulate it and use it in the best possible way is which failed my project.

There were certainly a lot of frustrations that came alongside Processing and P5.js. I definitely will give myself some props in that I actually learned a lot of concepts, which is exciting and fun! Experimenting with libraries is probably the most fun I've had, especially when it came to the p5.sound library and the p5.play library. It was fun having the chance to incorporate creative methods that I enjoyed such as animation into my own work, using code to manipulate images, and more. Processing was definitely a bit easier for me, as a lot of my frustrations sourced from handling the unique aspects of working via a web server with p5.js. Concepts such as working with an index.html file and making sure that my files were all guided to the correct directory in my code were a bit difficult, as these bugs were easier for me to notice. Although they were elementary mistakes, they made it difficult to work with a web server and get my code to work properly. Luckily, openProcessing was a backup source for me and it did allow me to somewhat complete my project and have something to demonstrate for this project. However, I feel very frustrated with myself knowing that this project alongside other assignments was impeded and bugged out by something very simple such as an index.html file. I do hope that next time, I am going to review these simple set-up tasks in order to ensure that I'm not getting stopped by something as simple as my library not working.

Procedural programming to me is definitely the easiest form. It works more with functions such as me doing the function `mousePressed()` or such. However, OOP takes these functions and allows you to separate everything out into objects. Something like the boat example in class - we are able to move and manipulate this object within its class and have the code altogether, rather than calling a function and such. One thing to note is that procedural programming allows you to call global variables, which basically can let you access everything. When you're working within a class in OOP, you're more limited to what you have within your class. For me, I like to think of objects as sort of what you have inside your purse like little knick-knacks and stuff. The purse itself is the actual program. It's like you have little programs aka knick-knacks within your larger program, which is this purse. It's a bit silly, but it's the easiest way I can think of it for my small little brain.

When it came to the final project, I definitely was able to solidify my understanding of libraries within p5.js. I enjoyed the class lectures we had on them, which is why I decided to continue working with them in our project to sort of continually improve my knowledge and education as a student. I was able to learn and understand better how to manipulate the sound, by loading it and pausing it when certain actions occurred. Also, when creating my transition screen animation, it forced me to read more about the p5.play library which was super interesting and even sparked my interest in working with another program, Adobe Photoshop to create a small animation that I incorporated into my code with the library. It's difficult to think of what breakthroughs I might have. I think just being able to even code something and create this narrative is a huge accomplishment for me, as I had a lot of troubles throughout the course of this class. Like you told me, being kind to myself is the important thing and even acknowledging this is the important thing I can do.

I was not able to resolve the bugs within the GitHub version. I tried and tried, but when I began incorporating the p5.play library into my `index.html` file, the code just seemed to no longer work whenever I began running it on a web server. It was so frustrating and I tried changing it. I even downloaded the `index.html` from OpenProcessing to see if I could fix it and change it to get it to work, but it just would not work for me. I did begin to realize how important the index file can be, as I was playing around with the libraries.

I was able to debug some of the problems I was having with my animation and get the transition screen to work, which was super cool and awesome, especially since having breakthroughs always makes me a bit proud of myself.

I don't think we set a milestone. I was not able to present for the WIP, as I came down with the worst flu ever at the worst possible time which was the most frustrating thing to happen to me this final season. However, being kind to my body and resting was the only option I had, especially if I wanted to pull through and at least be able to present something for the last day of class.

In terms of this project, it's obviously not my best work and it's not even comparable to what the other students in this class have created. However, I am proud of myself for being able to create a narrative that is meaningful to me and making something that I think I would like to develop further as I continue learning more programming skills and understanding what I can create. Something like even making the storyboards and illustrations was fun for me, and it allowed for a lot of creativity to flow in. I really want to be able to continue this path by concentrating on game design here in the IDM program, so being able to create this narrative and working towards a portfolio piece is something I'm proud of myself for accomplishing.

Hopefully, in the future, I'll be able to learn more about programming and develop these skills further. I really want to learn C++ and other languages that are relevant to the gaming industry, so being able to finish this project is the best accomplishment I can have done for myself for this project.

This letter is a bit late, but thank you for everything and your kindness as a teacher! I appreciate you pushing me harder as a student and it allowed me the chance to really gain more confidence as a programmer and as a student with an instructor who encourages creativity even through a lot of difficulties. I hope you have a great rest of your year! Thanks!

Love,  
Diana <3