Introduction to Programming 1 Final Assignment

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About the extension in my project

To enhance the game's atmosphere, I opted for sound effects. Adding jumps, collectible pickups, and a canyon fall sound brought the world to life. Each effect, downloaded from a sound library, creates a distinct feeling – the satisfying whoosh of a jump, the 'Yay' sound when collecting an item, and the grunt when falling. Implementing these effects with the course video's guidance was smooth. While I haven't integrated conditional statements yet, I can imagine using "if" or "case" structures to create even more dynamic sound experiences in the future.

What was difficult / I struggled the most

While the concept of functions is straightforward, I found nested functions to be the most challenging aspect. This isn't because I don't grasp the fundamentals, but because nested functions can add complexity to the codebase. For instance, debugging errors within nested functions can be time-consuming due to the layered structure. In my project, I've encountered situations where I had to break down nested functions to grasp individual functionalities and pinpoint errors. This process, although challenging, has ultimately improved my understanding of nested functions and their debugging techniques.

The Skill I learnt

Introduction to Programming 1 was my first project built from scratch, and it's taught me the importance of debugging. Programming, for me, has been more about troubleshooting and fixing errors to achieve a functioning program. In fact, I spent a significant portion of time debugging compared to writing initial code. Thankfully, debugging has become smoother with IDE extensions, like breakpoints and linters. Moving forward, I plan to focus on writing cleaner code with fewer errors by leveraging these tools and adopting practices that prevent potential issues before they arise.