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Programming games has always been something that I found interesting. Mostly because you can make games themselves. I have always liked playing games, I also love making them. While I don't have a lot of experience in making games (mostly because I focus more on modding games with 3D models), I try my best to learn the most I can.

My experience before even getting into university was limited. The best I could do was use a game engine called "Ren'Py" to make visual novels using Python, I had never known anything about Python before then so I learned there. What makes programming interesting for me, is a new way to showcase a story. As a writer, programming games that are story-based are my favorite and I hold a lot of thought processes into the game to the ending (even if it looks silly, I love silly things).

Call it a pat on the back all you want but I will always be inspired by using arrays for dialogue pieces and all the different ways you can split said arrays for creative coding for narration. While in my previous project, I had used a simplified version of what could be used with arrays in programming, I am greatly inspired by the number of ways an array can be split and then explored for completely different alternatives to then be called as well. The possibilities are practically endless, and that's why I adore it from a storyteller's perspective.

Which, calling back to "Ren'Py" is a software that inspired me as it was my opener to game making, being able to make a story into a game was incredible for me. The reason it was so inspiring was because it was extremely easy to be able to program inside your story to make a simple game from there, and then you can play around with the code to make something even more incredible and game breaking. For example, a game that uses Ren'Py, Doki Doki Literature Club, is made incredibly well by being able to break any sort of walls and limits that programming could have. Seeing games like that work outside of the box, is incredible to me because it makes me wonder *how* they managed to do such a thing, what sort of code was needed to make a separate file that the moment it isn't there, the program still runs and even so, is needed to continue the story?

I'm honestly so excited for whatever Phaser 3 is. It looks like it would be perfect to make those kinds of RPG(Role-Playing Game)-like games and it's making my brain run with ideas. If the concept of an RPG is possible, I can imagine the idea of making one of those games where maybe even the idea where there are fights with collision and all of that. And if physics is possible, then it's possible to have fall damage, and with that, fall with gravity, which makes me think a platformer is possible too which makes me very very excited for that unit.

This begs exactly what is my big idea to explore with creative programming. And that, if it wasn't obvious already, is an RPG game. One of those 2D classing RPGs that you can find on the internet, something like Ao Oni or Mad Father. I think something like that would be very interesting to make. Which, I was looking at the lessons and saw one about sprites? And I find that would be so cool to make even if I have absolutely no experience because making my own pixelated sprites for a game like that would be amazing.