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Well, I never knew much about programming before this course. Rather, my only experience was Python and Java, and I had a burning hatred for the latter. With this class, I managed to see programming in a new light and learn to enjoy it more than before. My knowledge of the other two languages as well were limited, Python having learned it on my own with Ren'Py (and extremely simplistic, I didn't know what I was really writing and why), and Java I learned in a class with a manner of teaching that didn't help me in any way as I learned nothing, I wasn't told why we were doing anything and in the end, didn't retain a thing. With my old experience, I never knew I could truly break through the shackles that the programs would put upon me, if I had something I wanted to do but couldn't figure out, I would simply assume it wasn't possible.

With this class, however, I realized that what I thought were limits weren't limits. When I would want to try something with my program of choice, I actually would attempt to do it. And if I couldn't figure it out and think that it truly isn't possible, I would be proven otherwise. I never thought that I would be able to make a full-fledged visual novel in Javascript of all program languages. Knowing full well that the library I used wasn't made for visual novels and still managing to make one is magnum opus, my proudest work. The only reason I think this is because I know that if past me saw that, the only response I would get is how crazy I must have been. But it makes me proud knowing that I managed to do the "impossible" and actually finish a visual novel game in a less-than-ideal game setting. I was able to make my visual novel by using probably the most backward thinking to be able to think more forward for the game itself. But then as a storyteller, just being able to make a visual novel in the first place makes me so happy as I never thought of seeing my stories in a more illustrated way.

Another thing that I learned coming into this course was the existence of libraries. You'd think that coming from Ren'Py I would know this, but I didn't know. Learning how to use p5.js was an experience as I had to always try to think 5 steps ahead in trying to fix my problem and make sure to actually write things right. The idea of using a completely new library while learning the language was terrifying, to say the least, but the way the class is formatted and done is so well that learning was a lot easier than I thought. A lot of times I needed to look for solutions

specifically for p5.js and only really being able to find out for plain old javascript from then on need to try to figure out how to make it work with p5.js as sometimes certain codes weren't compatible with others (probably the way that I would put it) but in the end, I would be able to figure it out. The same could be said about the Phaser3 library. That was a complete learning curve as it was its own thing that I struggled with hardly. There was a lot that could be done but whatever vision I had was normally too grand for such a thing. Phaser wasn't created for such a grand project but I didn't care and would still attempt to make a full-fledged game with more than one act.

Needing to work outside the box was something I had to do no matter what in this class, in programming. I never was one to think much outside the box as I normally find the answers inside, but with all the ambitious projects that I had with this class and almost no knowledge of programming, I had to learn to think outside the box for my solutions. When I didn't know how to do something I would normally assume that it wouldn't be possible but as I previously stated, I would get proven otherwise and eventually be able to do it. I never thought that I would be able to make a visual novel or an RPG (role-playing game) game in JavaScript or all programming languages. For me, it felt impossible to even properly make a game in the first place and now I can happily say that I can and I've been able to complete a game for the first time. This time has endings and is part of my artistic vision, unlike my previous projects.

Finally, a big idea I would love to explore more in the future thanks to my increased knowledge of programming would be to be able to break more of the confines found in the programming. I already talked about the idea of needing to work outside of the box but even the outside of the box I explored is just another bigger box inside another one. I want to be able to test and figure out ways that show the infinite landscape of possibilities that programming offers. I also want to try to make something new, like a certain type of game that I haven't tried to make before. While I want to be able to make my current game types better, I would love to be able to try something unique. Lastly, there is one more thing that I know I would like to explore and that is other programming languages to refine my skills in a more general sense. In the past, I was afraid of going back to Python because of my own lack of skill, but now with this class, I feel like now I can go back and properly try and not give up.