**Learning Report**

Throughout this project I have had the pleasure of acquiring and applying new knowledge in the context of this project. The first place where this was necessary was in my game programming essay. This project was my first experience with any sort of video game programming so in order to learn about it I did research and read a variety of articles. This method of learning is not my favorite as far as learning and actually absorbing the information but for me it is the quickest and most efficient way to find out about a new topic.

The next method I used to gain new knowledge was hands on through code. When first starting out I had to take a dive into the RLBot framework code to figure out how everything worked such as how it interacted with the Psyonix API and Rocket League itself. I really enjoyed this as I feel like it taught me a lot about the code itself and allowed me to learn about new coding concepts. While the code is very specific and won’t necessarily help me out in the future, this specific activity helped tremendously for this project.

The final way in which I learned was help from other people within the bot developer community. I was able to gain tips and insight into the process from people who have completed and are currently working on similar projects. This was helpful for the development of my project and also helped me develop communication skills outside of those I have developed in group projects with class mates.

Overall this project, and specifically the fact that it was an individual project and didn’t go along with any course material, provided me with a great opportunity to teach myself and figure out what I needed to do to be successful. It gave me the opportunity to hold only myself accountable for the results of the project and I think that was invaluable.